

# Hallo

## Reading the Pokédex

The Pokédex is a remarkable collection of information about every Pokémon that you'll encounter. Use it often to get the most from the members of your rescue team.

### POKÉDEX NUMBER AND NAME:

Every Pokémon has a corresponding number for quick reference. Pokémon veterans will recognize the Pokémon numbering system as the National Pokédex system from previous games.

### IMPROVEMENT RATE:

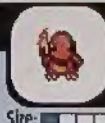
Each Pokémon's relative statistics are represented on a scale from one to four, with one being the lowest and four being the highest compared to other Pokémon. In this example, Charmander's best stats are Attack, Defense, and Special Defense, while its HP and Special Attack are not quite as stellar. Note that Speed is not measured—all Pokémon move at the same rate in Pokémon Mystery Dungeon.

### FRIEND AREAS AND LIKELIHOOD OF JOINING:

Before a Pokémon can join your party, it must have a compatible Friend Area where it can stay. Also, some Pokémon are more inclined to join you than others—likelihood is rated from Very Likely to very unlikely. If a Pokémon cannot be obtained, likelihood will be Never.

### #4 CHARMANDER

Type: Fire  
Ability: Blaze  
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	SCRATCH	L37	SLASH
L1	GROWL	L43	DRAGON RAGE
L7	EMBER	L49	FIRE SPIN
L13	METAL CLAW		
L19	RAGE		
L25	SMOKESCREEN		
L31	FLAMETHROWER		

#### Friend Area • Mt. Cleft

Likely

- Potential hero or partner Pokémon
- Fiery Field 5F-8F

### VITAL INFORMATION:

A Pokémon's type is most important aspect of Pokémon combat. Additionally, Pokémon also have one or two abilities that come into play—for example, Charmander's Blaze ability will increase the effectiveness of Fire-type moves when Charmander's HP dips below 1/3 of its maximum. All Pokémon can traverse a normal dungeon floor, as well as one other type of terrain, indicated by its terrain ability. The size of your team depends on your maximum allowed number of Pokémon (indicated by the Team Max number in each mission walk-through), as well as the individual Pokémon's sizes (shown here).

### LEVEL-UP MOVES:

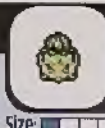
Pokémon learn moves automatically when they reach certain levels. Moves listed in green are special moves—the strength of their effects depends on a Pokémon's Special Attack and Special Defense.

### HOW TO GET POKÉMON:

There are several ways to have Pokémon join your party. You can befriend the Pokémon by encountering them on specific levels of certain dungeons. Some Pokémon will join you if you're at a certain level or have a Friend Bow, which increases your chance of having a Pokémon join you. Many Pokémon can be obtained only by catching their pre-evolved form and evolving it.

### #1 BULBASAU

Type: Grass-Poison  
Ability: Overgrow  
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

#### Level-Up Moves

L1	TACKLE	L32	GROWTH
L7	POISON POWDER	L39	SYNTHESIS
L13	POISON POWDER	L46	SOLARBEAM

#### Friend Area • Beau Plains

Likely

- Potential hero or partner Pokémon
- Joyous Tower 1F-5F

### #2 IVYSAUR

Type: Grass-Poison  
Ability: Overgrow  
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

#### Level-Up Moves

L1	TACKLE	L32	GROWTH
L7	POISON POWDER	L39	SYNTHESIS
L13	POISON POWDER	L46	SOLARBEAM

#### Friend Area • Beau Plains

Very Unlikely

- Evolves from Bulbasaur at Level 16
- Western Cave 19F-27F
- Leader must be Level 90, or Level 50 with Friend Bow

### #3 VENUSAUR

Type: Grass-Poison  
Ability: Overgrow  
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

#### Level-Up Moves

L1	TACKLE	L15	SLEEP POWDER
L7	GROWL	L22	RAZOR LEAF
L13	LEECH SEED	L29	SWEET SCENT
L19	VINE WHIP	L41	GROWTH
L25	GROWL	L53	SYNTHESIS
L31	LEECH SEED	L65	SOLARBEAM
L37	VINE WHIP	L99	FRENZY PLANT

#### Friend Area • Beau Plains

Never

- Evolves from Ivysaur at Level 32

### #4 CHARMANDER

Type: Fire  
Ability: Blaze  
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	SCRATCH	L37	SLASH
L1	GROWL	L43	DRAGON RAGE
L7	EMBER	L49	FIRE SPIN
L13	METAL CLAW		
L19	RAGE		
L25	SMOKESCREEN		
L31	FLAMETHROWER		

#### Friend Area • Mt. Cleft

Likely

- Potential hero or partner Pokémon
- Fiery Field 5F-8F

### #5 CHARMELEON

Type: Fire  
Ability: Blaze  
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	SCRATCH	L34	FLAMETHROWER
L1	GROWL	L41	SLASH
L7	EMBER	L48	DRAGON RAGE
L13	METAL CLAW	L53	FIRE SPIN
L19	RAGE		
L25	SMOKESCREEN		
L31	FLAMETHROWER		

#### Friend Area • Mt. Cleft

Very Unlikely

- Evolves from Charmander at Level 16
- Fiery Field 26F-29F
- Leader must be Level 90, or Level 50 with Friend Bow



**#6 CHARIZARD**  
 Type: Fire-Flying  
 Ability: Blaze  
 Terrain Ability: Magma  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	SCRATCH	L20	SMOKESCREEN
L1	GROWL	L27	SCARY FACE
L1	SMOKESCREEN	L34	FLAMETHROWER
L1	HEATWAVE	L36	WING ATTACK
L2	METAL CLAW	L44	SLASH
L3	EMBER	L54	DRAGON RAGE
L7	EMBER	L64	FIRE SPIN
L13	METAL CLAW	L99	BLAST BURN
L20	RAGE		

Friend Area • Mt. Cleft Never  
 • Evolves from Charmeleon at Level 36

**#7 SQUIRTLE**  
 Type: Water  
 Ability: Torrent  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L33	RAIN DANCE
L4	TAIL WHIP	L40	SKULL BASH
L7	BUBBLE	L47	HYDRO PUMP
L10	WITHDRAW		
L13	WATER GUN		
L18	BITE		
L23	RAPID SPIN		
L28	PROTECT		

Friend Area • Turtlesell Pond Likely  
 • Potential hero or partner Pokémon  
 • Waterfall Pond 8F-12F

**#8 WARTORTLE**  
 Type: Water  
 Ability: Torrent  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L25	RAPID SPIN
L1	TAIL WHIP	L31	PROTECT
L1	BUBBLE	L37	RAIN DANCE
L4	TAIL WHIP	L45	SKULL BASH
L7	BUBBLE	L53	HYDRO PUMP
L10	WITHDRAW		
L13	WATER GUN		
L19	BITE		

Friend Area • Turtlesell Pond Very Unlikely  
 • Evolves from Squirtle at Level 16  
 • Northwind Field 27F-29F  
 • Leader must be Level 90, or Level 50 with Friend Bow

**#9 BLASTOISE**  
 Type: Water  
 Ability: Torrent  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L19	BITE
L1	TAIL WHIP	L25	RAPID SPIN
L1	BUBBLE	L31	PROTECT
L4	WITHDRAW	L42	RAIN DANCE
L7	TAIL WHIP	L55	SKULL BASH
L7	BUBBLE	L68	HYDRO PUMP
L10	WITHDRAW	L99	HYDRO CANNON
L13	WATER GUN		

Friend Area • Turtlesell Pond Very Unlikely  
 • Evolves from Wartortle at Level 36  
 • Western Cave 89F-98F, Makuhita Dojo 3F (Team Hydro)  
 • Leader must be Level 90 with Friend Bow

**#10 CATERPIE**  
 Type: Bug  
 Ability: Shield Dust  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE		
L7	STRING SHOT		

Friend Area • Mist-Rise Forest Likely  
 • Wish Cave 2F-4F

**#11 METAPOD**  
 Type: Bug  
 Ability: Shed Skin  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	CONFUSION	L34	PSYBEAM
L10	CONFUSION	L40	SAFEGUARD
L13	POISONPOWDER	L47	SILVER WIND
L14	STUN SPORE		
L15	SLEEP POWDER		
L18	SUPERSONIC		
L23	WHIRLWIND		
L28	GUST		

Friend Area • Mist-Rise Forest Very Unlikely  
 • Evolves from Caterpie at Level 7  
 • Joyous Tower 7F, 8F  
 • Leader must be Level 90, or Level 50 with Friend Bow

**#12 BUTTERFREE**  
 Type: Bug-Flying  
 Ability: Compoundeyes  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	CONFUSION	L34	PSYBEAM
L10	CONFUSION	L40	SAFEGUARD
L13	POISONPOWDER	L47	SILVER WIND
L14	STUN SPORE		
L15	SLEEP POWDER		
L18	SUPERSONIC		
L23	WHIRLWIND		
L28	GUST		

Friend Area • Mist-Rise Forest Never  
 • Evolves from Metapod at Level 10

**#13 WEEDLE**  
 Type: Bug-Poison  
 Ability: Shield Dust  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	POISON STING		
L2	STRING SHOT		

Friend Area • Mist-Rise Forest Likely  
 • Silent Chasm 1F-6F, Mt. Thunder 1F-4F, Joyous Tower 28F-34F

**#14 KAKUNA**  
 Type: Bug-Poison  
 Ability: Shed Skin  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	HARDEN		
L7	HARDEN		

Friend Area • Mist-Rise Forest Very Unlikely  
 • Evolves from Weedle at Level 7  
 • Joyous Tower 9F-13F  
 • Leader must be Level 90, or Level 50 with Friend Bow



# #15 BEEDRILL

Type: Bug-Poison  
Ability: Swarm  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	FURY ATTACK	L45	ENDEAVOR
L10	FURY ATTACK		
L15	FOCUS ENERGY		
L20	TWINEEDLE		
L25	RAGE		
L30	PURSUIT		
L35	PIN MISSILE		
L40	AGILITY		

## Friend Area - Mist-Rise Forest

Never

- Evolves from Kakuna at Level 10

# #16 PIDGEY

Type: Normal-Flying  
Ability: Keen Eye  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE	L47	MIRROR MOVE
L5	SAND-ATTACK		
L9	GUST		
L13	QUICK ATTACK		
L19	WHIRLWIND		
L25	WING ATTACK		
L31	FEATHERDANCE		
L39	AGILITY		

## Friend Area - Flyaway Forest

Likely

- Howling Forest 9F-13F

# #17 PIDGEOTTO

Type: Normal-Flying  
Ability: Keen Eye  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE	L34	FEATHERDANCE
L5	SAND-ATTACK	L43	AGILITY
L9	GUST	L52	MIRROR MOVE
L13	QUICK ATTACK		
L19	WHIRLWIND		
L27	WING ATTACK		

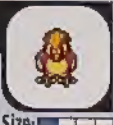
## Friend Area - Flyaway Forest

Very Unlikely

- Evolves from Pidgey at Level 18
- Mt. Thunder 2F-5F
- Leader must be Level 90, or Level 50 with Friend Bow

# #18 PIDGEOT

Type: Normal-Flying  
Ability: Keen Eye  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE	L27	WING ATTACK
L5	SAND-ATTACK	L34	FEATHERDANCE
L9	GUST	L48	AGILITY
L13	QUICK ATTACK	L62	MIRROR MOVE
L19	SAND-ATTACK		
L20	WHIRLWIND		

## Friend Area - Flyaway Forest

Never

- Evolves from Pidgeotto at Level 36

# #19 RATTATA

Type: Normal  
Ability: Run Away/Guts  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE		
L1	TAIL WHIP		
L7	QUICK ATTACK		
L13	HYPER FANG		
L20	FOCUS ENERGY		
L27	PARADOX		
L34	WHIRLWIND		
L41	SHOCK		

## Friend Area - Wild Plains

Sometimes

- Thunderwave Cave 1F-3F, Wish Cave 5F-7F

# #20 RATICATE

Type: Normal  
Ability: Run Away/Guts  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE		
L1	TAIL WHIP		
L7	QUICK ATTACK		
L13	HYPER FANG		
L20	FOCUS ENERGY		
L27	PARADOX		
L34	WHIRLWIND		
L41	SHOCK		

## Friend Area - Wild Plains

Never

- Evolves from Rattata at Level 20

# #21 SPEAROW

Type: Normal-Flying  
Ability: Keen Eye  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	PECK	L43	AGILITY
L1	GROWL		
L7	LEER		
L13	FURY ATTACK		
L19	PURSUIT		
L25	AERIAL ACE		
L31	MIRROR MOVE		
L37	DRILL PECK		

## Friend Area - Ravaged Field

Likely

- Mt. Steel 1F-4F, Pitfall Valley 4F-9F

# #22 FEAROW

Type: Normal-Flying  
Ability: Keen Eye  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	PECK	L40	DRILL PECK
L1	GROWL	L47	AGILITY
L1	LEER		
L7	FURY ATTACK		
L13	LEER		
L19	FURY ATTACK		
L26	PURSUIT		
L32	MIRROR MOVE		

## Friend Area - Ravaged Field

Never

- Evolves from Spearow at Level 20

# #23 EKANS

Type: Poison  
Ability: Intimidate/Shed Skin  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WRAP	L37	SWALLOW
L1	LEER	L37	SPIT UP
L8	POISON STING	L44	HAZE
L13	BITE		
L20	GLARE		
L25	SCREECH		
L32	ACID		
L37	STOCKPILE		

## Friend Area - Wild Plains

Likely

- Western Cave 3F-5F
- Cannot catch on first encounter



## #24 ARBOK

Type: Poison  
Ability: Intimidate/Shed Skin  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	WRAP	L38	ACID
L1	LEER	L46	STOCKPILE
L1	POISON STING	L46	SWALLOW
L1	BITE	L56	SPIT UP
L8	POISON STING	L56	GLARE
L13	BITE		
L20	GLARE		
L28	SCREECH		

## Friend Area • Wild Plains

Never

- Evolves from Ekans at Level 22

## #25 PIKACHU

Type: Electric  
Ability: Static  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	THUNDERSHOCK	L33	AGILITY
L1	GROWL	L41	THUNDER
L6	TAIL WHIP	L50	LIGHT SCREEN
L8	THUNDER WAVE		
L11	QUICK ATTACK		
L15	DOUBLE TEAM		
L20	SLAM		
L26	THUNDERBOLT		

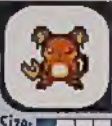
## Friend Area • Energetic Forest

Very Unlikely

- Potential hero or partner Pokémon
- Evolves from Pichu when IQ reaches 6 stars
- Lightning Field 6F-10F
- Leader must be Level 90, or Level 50 with Friend Bow

## #26 RAICHU

Type: Electric  
Ability: Static  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	THUNDERSHOCK
L1	TAIL WHIP
L1	QUICK ATTACK
L1	THUNDERBOLT

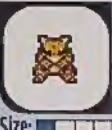
## Friend Area • Energetic Forest

Never

- Evolves from Pikachu with Thunderstone

## #27 SANDSHREW

Type: Ground  
Ability: Sand Veil  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	SCRATCH	L53	SANDSTORM
L6	DEFENSE CURL		
L13	SAND-ATTACK		
L17	POISON STING		
L23	SLASH		
L30	SWIFT		
L37	FURY SWIPES		
L45	SAND TOMB		

## Friend Area • Furnace Desert

Likely

- Magma Cavern 1F-6F, Buried Relic 36F-59F, Desert Region 1F-6F, Joyous Tower 68F-73F

## #28 SANDSLASH

Type: Ground  
Ability: Sand Veil  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	SCRATCH	L43	FLATTER
L1	DEFENSE CURL	L47	CRUNCH
L1	POISON STING		
L1	BITE		
L1	HELPING HAND		
L1	FURY SWIPES		

## Friend Area • Furnace Desert

Never

- Evolves from Sandshrew at Level 22

## #29 NIDORAN ♀

Type: Poison  
Ability: Poison Point  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	GROWL	L43	FLATTER
L1	SCRATCH	L47	CRUNCH
L6	TAIL WHIP		
L12	DOUBLE KICK		
L17	POISON STING		
L20	BITE		
L23	HELPING HAND		
L30	FURY SWIPES		

## Friend Area • Safari

Likely

- Thunderwave Cave 1F-3F

## #30 NIDORINA

Type: Poison  
Ability: Poison Point  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	GROWL	L43	FLATTER
L1	SCRATCH	L43	CRUNCH
L8	TAIL WHIP		
L12	DOUBLE KICK		
L18	POISON STING		
L22	BITE		
L26	HELPING HAND		
L34	FURY SWIPES		

## Friend Area • Safari

Very Unlikely

- Evolves from Nidoran♀ at level 16
- Lapis Cave 4F-8F, Wish Cave 47F-50F
- Leader must be Level 90, or Level 50 with Friend Bow

## #31 NIDOQUEEN

Type: Poison-Ground  
Ability: Poison Point  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	SCRATCH		
L1	TAIL WHIP		
L1	DOUBLE KICK		
L1	POISON STING		
L22	BODY SLAM		
L43	SUPERPOWER		

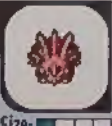
## Friend Area • Safari

Never

- Evolves from Nidorina with Moon Stone

## #32 NIDORAN ♂

Type: Poison  
Ability: Poison Point  
Terrain Ability: Ground



Size:

HP   
Attack   
Defense   
Special Attack   
Special Defense

## Level-Up Moves

L1	LEER	L38	FLATTER
L1	PECK	L47	HORN DRILL
L8	FOCUS ENERGY		
L12	DOUBLE KICK		
L17	POISON STING		
L20	HORN ATTACK		
L23	HELPING HAND		
L30	FURY ATTACK		

## Friend Area • Safari

Likely

- Mt. Thunder 1F-4F, Wish Cave 33F-37F



### #33 NIDORINO

Type: Poison  
Ability: Poison Point  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	LEER	L43	FLATTER
L1	PECK	L53	HORN DRILL
L8	FOCUS ENERGY		
L12	DOUBLE KICK		
L18	POISON STING		
L22	HORN ATTACK		
L25	HELPING HAND		
L34	FURY ATTACK		

#### Friend Area - Safari

Very Unlikely

- Evolves from Nidorand at Level 16
- Lapis Cave 4F-8F, Wish Cave 47F-50F
- Leader must be Level 90, or Level 50 with Friend Bow

### #34 NIDOKING

Type: Poison-Ground  
Ability: Poison Point  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	PECK
L1	FOCUS ENERGY
L1	DOUBLE KICK
L1	POISON STING
L22	THRASH
L43	MEGAHORN

#### Friend Area - Safari

Never

- Evolves from Nidorino with Moon Stone

### #35 CLEFAIRY

Type: Normal  
Ability: Cute Charm  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	POUND	L29	METRONOME
L1	GROWL	L39	COSMIC POWER
L5	ENCORE	L39	MOONLIGHT
L9	SING	L41	LIGHT SCREEN
L13	DOUBLES LAP	L45	METEOR WASH
L17	FOLLOW ME		
L21	MINIMIZE		
L25	DEFENSE CURL		

#### Friend Area - Mt. Moonview

Very Unlikely

- Evolves from Cleffa when IQ reaches 6 stars
- Joyous Tower 9F-14F
- Leader must be Level 90, or Level 50 with Friend Bow

### #36 CLEFABLE

Type: Normal  
Ability: Cute Charm  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	SING
L1	DOUBLES LAP
L1	MINIMIZE
L1	METRONOME

#### Friend Area - Mt. Moonview

Never

- Evolves from Cleairy with Moon Stone

### #37 VULPIX

Type: Fire  
Ability: Flash Fire  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	EMBER	L31	SAFEGUARD
L5	TAIL WHIP	L31	FEELING
L9	POUNCE		
L13	FLAME WHEEL		
L17	FLAME WHEEL		
L21	FLAME WHEEL		

#### Friend Area - Darkness Ridge

Likely

- Fiery Field 1F-4F

### #38 NINETALES

Type: Fire  
Ability: Flash Fire  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	FLAME WHEEL
L1	CONFUSE PAIL
L1	SAFEGUARD
L45	FLAME SPIN

#### Friend Area - Darkness Ridge

Never

- Evolves from Vulpix with Fire Stone

### #39 JIGGLYPUFF

Type: Normal  
Ability: Cute Charm  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	SING	L39	MIMIC
L4	DEFENSE CURL	L44	HYPER VOICE
L9	POUND	L49	DOUBLE-EDGE
L14	DISABLE		
L19	ROLLOUT		
L24	DOUBLES LAP		
L29	REST		
L34	BODY SLAM		

#### Friend Area - Sky Blue Plains

Very Unlikely

- Evolves from Iggylybuff when IQ reaches 6 stars
- Wish Cave 1F-4F, Joyous Tower 1F-3F
- Leader must be Level 90, or Level 50 with Friend Bow

### #40 WIGGLYTUFF

Type: Normal  
Ability: Cute Charm  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	SING
L1	DISABLE
L1	DEFENSE CURL
L1	DOUBLES LAP

#### Friend Area - Sky Blue Plains

Never

- Evolves from Jigglypuff with Moon Stone

### #41 ZUBAT

Type: Poison-Flying  
Ability: Inner Focus  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	LEECH LIFE	L41	POISON FANG
L6	ASTONISH	L46	HAZE
L11	SUPERSONIC		
L16	BITE		
L21	WING ATTACK		
L26	CONFUSE RAY		
L31	AIR CUTTER		
L36	MEAN LOOK		

#### Friend Area - Echo Cave

Likely

- Lapis Cave 1F-3F, Murky Cave 1F-5F



# #42 GOLBAT

Type: Poison-Flying  
Ability: Inner Focus  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SCREECH
L1	LEECH LIFE
L1	ASTONISH
L1	SUPERSONIC
L6	ASTONISH
L11	SUPERSONIC
L16	BITE
L21	WING ATTACK
L28	CONFUSE RAY
L35	AIR CUTTER
L42	MEAN LOOK
L49	POISON FANG
L56	HAZE

Friend Area - Echo Cave Very Unlikely

- Evolves from Zubat at Level 22
- Lapis Cave 11F-14F, Buried Relic 1F-4F, Wish Cave 46F-50F, Murky Cave 6F-10F
- Leader must be Level 90, or Level 50 with Friend Bow

# #43 ODDISH

Type: Grass-Poison  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	ABSORB
L7	SWEET SCENT
L14	POISONPOWDER
L16	STUN SPORE
L18	SLEEP POWDER
L23	ACID
L32	MOONLIGHT
L39	PETAL DANCE

Friend Area - Jungle Likely

- Sinister Woods 1F-4F, Wyvern Hill 13F-20F

# #44 GLOOM

Type: Grass-Poison  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	ABSORB
L7	SWEET SCENT
L11	POISONPOWDER
L17	SWEET SCENT
L14	POISONPOWDER
L16	STUN SPORE
L18	SLEEP POWDER
L24	MIM
L35	MOONLIGHT
L44	PETAL DANCE

Friend Area - Jungle Very Unlikely

- Evolves from Oddish at Level 21
- Silent Chasm 1F-9F
- Leader must be Level 90, or Level 50 with Friend Bow

# #45 VILEPLUME

Type: Grass-Poison  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	ABSORB
L1	AROMATHERAPY
L1	STUN SPORE
L1	MEGA DRAIN
L44	PETAL DANCE

Friend Area - Jungle Never

- Evolves from Gloom with Leaf Stone

# #46 PARAS

Type: Bug-Grass  
Ability: Effect Spore  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

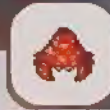
Level-Up Moves	
L1	SCRATCH
L7	STUN SPORE
L14	POISONPOWDER
L49	AROMATHERAPY

Friend Area - Mushroom Forest Often

- Silent Chasm 7F-9F

# #47 PARASECT

Type: Bug-Grass  
Ability: Effect Spore  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	STUN SPORE
L7	POISONPOWDER
L13	STUN SPORE
L19	POISONPOWDER
L27	LEECH LIFE
L35	BLAZE
L42	GROWTH
L51	GIGA DRAIN
L59	AROMATHERAPY

Friend Area - Mushroom Forest Never

- Evolves from Paras at Level 24

# VENONAT

Type: Bug-Poison  
Ability: Compoundeyes  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	DISABLE
L1	FORESIGHT
L9	SLEEP POWDER
L17	LENTHESS
L20	POISONPOWDER
L25	LEECH LIFE
L28	STUN SPORE
L33	PSYBEAM
L36	SLEEP POWDER
L41	PSYCHIC

Friend Area - Secretive Forest Often

- Western Cave 1F-3F, Uproar Forest 1F-5F, Murky Cave 1F-5F

# #49 VENOMOTH

Type: Bug-Poison  
Ability: Shield Dust  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SILVER WIND
L1	TACKLE
L1	DISABLE
L1	SUPERSONIC
L2	FORESIGHT
L9	SUPERSONIC
L17	CONFUSION
L20	POISONPOWDER
L25	LEECH LIFE
L28	STUN SPORE
L31	GUST
L36	PSYBEAM
L42	SLEEP POWDER
L52	PSYCHIC

Friend Area - Secretive Forest Never

- Evolves from Venonat at Level 31

# #50 DIGLETT

Type: Ground  
Ability: Sand Veil/Arena Trap  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SAND-ATTACK
L1	SCRATCH
L3	GROWL
L9	MAGNITUDE
L17	DIG
L21	FURY SWIPES
L35	MUD-SLAP
L33	SLASH
L41	EARTHQUAKE
L49	FISSURE

Friend Area - Boulder Cave Often

- Southern Cavern 1F-7F, Joyous Tower 4F-6F



# #51 DUGTRIO

Type: Ground  
Ability: Sand Veil/Arena Trap  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TN ATTACK	L25	MUD-SLAP
L1	SCRATCH	L26	SAND TOMB
L1	SAND-ATTACK	L38	SLASH
L1	GROWL	L51	EARTHQUAKE
L5	GROWL	L64	FISSURE
L9	MAGNITUDE		
L17	DIG		
L21	FURY SWIPES		

## Friend Area - Boulder Cave

Never

- Evolves from Diglett at Level 26

# DIGDRI

# #52 MEOWTH

Type: Normal  
Ability: Pickup  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	SCRATCH	L41	FAKE OUT
L10	BITE	L45	SWAGGER
L18	PAY DAY		
L25	FAINT ATTACK		
L31	SCREECH		
L36	FURY SWIPES		
L40	SLASH		

## Friend Area - Energetic Forest

Likely

- Potential hero Pokémon
- Western Cave 3F-6F

# MAUZI

# #53 PERSIAN

Type: Normal  
Ability: Limber  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	SCRATCH	L49	SLASH
L1	GROWL	L55	FAKE OUT
L10	BITE	L61	SWAGGER
L18	PAY DAY		
L25	FAINT ATTACK		
L34	SCREECH		
L42	FURY SWIPES		

## Friend Area - Energetic Forest

Never

- Evolves from Meowth at Level 28

# SNOBILIKAT

# #54 PSYDUCK

Type: Water  
Ability: Damp/Cloud Nine  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WATER SPORT	L50	HYDRO PUMP
L1	SCRATCH		
L5	TAIL WHIP		
L10	DISABLE		
L16	CONFUSION		
L23	SCREECH		
L31	PSYCH UP		
L40	FURY SWIPES		

## Friend Area - Turtleshell Pond

Likely

- Potential hero Pokémon
- Joyous Tower 9F-12F

# ENTON

# #55 GOLDDUCK

Type: Water  
Ability: Damp/Cloud Nine  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WATER SPORT	L50	HYDRO PUMP
L1	SCRATCH		
L5	TAIL WHIP		
L10	DISABLE		
L16	CONFUSION		
L23	SCREECH		
L31	PSYCH UP		
L40	FURY SWIPES		

## Friend Area - Turtleshell Pond

Never

- Evolves from Psyduck at Level 33

# ENTORON

# #56 MANKEY

Type: Fighting  
Ability: Vital Spirit  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	SCRATCH	L36	SWAGGER
L1	LEER	L41	SCREECH
L6	LOW KICK	L46	THRASH
L11	KARATE CHOP		
L16	FURY SWIPES		
L21	FOCUS ENERGY		
L26	SEISMIC TOSS		
L31	CROSS CHOP		

## Friend Area - Energetic Forest

Likely

- Uproar Forest 8F, 9F
- Cannot catch on first encounter

# MENKI

# #57 PRIMEAPE

Type: Fighting  
Ability: Vital Spirit  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	SCRATCH	L26	SEISMIC TOSS
L1	LEER	L28	RAGE
L1	LOW KICK	L35	CROSS CHOP
L1	RAGE	L44	SWAGGER
L6	LOW KICK	L53	SCREECH
L11	KARATE CHOP	L62	THRASH
L16	FURY SWIPES		
L21	FOCUS ENERGY		

## Friend Area - Energetic Forest

Never

- Evolves from Mankey at Level 28

# RASAFF

# #58 GROWLITHE

Type: Fire  
Ability: Intimidate/Flash Fire  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	BITE	L43	AGILITY
L1	ROAR	L49	FLAMETHROWER
L7	EMBER		
L13	LEER		
L19	ODOR SLEUTH		
L25	TAKE DOWN		
L31	FLAME WHEEL		
L37	HELPING HAND		

## Friend Area - Scorched Plains

Likely

- Mt. Thunder 9F, 10F; Mt. Thunder Peak 1F, 2F

# FLUKANO

# #59 ARCANINE

Type: Fire  
Ability: Intimidate/Flash Fire  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	BITE		
L1	ROAR		
L1	EMBER		
L1	ODOR SLEUTH		
L49	EXTREMESPEED		

## Friend Area - Scorched Plains

Never

- Evolves from Growlithe with Fire Stone

# ARKANI

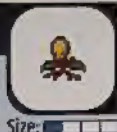






# #69 BELLSPROUT

Type: Grass-Poison  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	VINE WHIP
L6	GROWTH
L11	WRAP
L15	SLEEP POWDER
L17	POISON POWDER
L19	STUN SPORE
L23	ACID
L30	SWEET SCENT
L37	RAZOR LEAF
L45	SLAM

Friend Area - Jungle Somewhat Likely

• Wish Cave 1F-3F

# #70 WEEPINBELL

Type: Grass-Poison  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

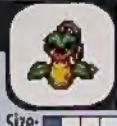
Level-Up Moves	
L1	VINE WHIP
L1	GROWTH
L1	WRAP
L6	GROWTH
L11	WRAP
L15	SLEEP POWDER
L17	POISON POWDER
L19	STUN SPORE
L24	ACID
L33	SWEET SCENT
L42	RAZOR LEAF
L54	SLAM

Friend Area - Jungle Very Unlikely

• Evolves from Bellsprout at Level 21

# #71 VICTREEBEL

Type: Grass-Poison  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	STOCKPILE
L1	VINE WHIP
L1	SLEEP POWDER
L1	SWEET SCENT
L2	RAZOR LEAF
L2	SPIT UP
L2	SWALLOW

Friend Area - Jungle Never

• Evolves from Weepinbell with Leaf Stone

# #72 TENTACOO

Type: Water-Poison  
Ability: Clear Body/Liquid Ooze  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

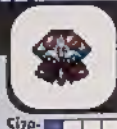
Level-Up Moves	
L1	POISON STING
L6	SUPERSONIC
L12	CONstrict
L19	ACID
L25	BUBBLEBEAM
L30	WRAP
L36	BARrier
L43	SCREECH
L49	HYDRO PUMP

Friend Area - Bountiful Sea Somewhat Likely

• Stormy Sea 1F-8F, Silver Trench 1F-9F, Grand Sea 1F-9F

# #73 TENTACRUEL

Type: Water-Poison  
Ability: Clear Body/Liquid Ooze  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

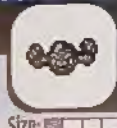
Level-Up Moves	
L1	POISON STING
L1	SUPERSONIC
L1	CONstrict
L6	ACID
L12	BUBBLEBEAM
L19	WRAP
L25	BARrier
L30	SCREECH

Friend Area - Bountiful Sea Very Unlikely

• Evolves from Tentacool at Level 30  
• Stormy Sea 31F-39F, Silver Trench 35F-44F, Grand Sea 21F-30F, Makuhita Dojo 3F (Team Constrictor)  
• Leader must be Level 90 with Friend Bow

# #74 GEODUDE

Type: Rock-Ground  
Ability: Rock Head/Sturdy  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	DEFENSE CURL
L6	MUD SPORT
L11	ROCK THROW
L16	MAGNITUDE
L21	SELFDESTRUCT
L26	ROLLOUT
L31	ROCK BLAST
L40	LAST THING
L41	EXPLOSION
L46	DOUBLE-EDGE

Friend Area - Mt. Deepgreen Somewhat Likely

• Mt. Steel 5F-8F, Buried Relic 16F-20F, Wish Cave 12F-14F, Southern Cavern 1F-6F

# #75 GRAVELER

Type: Rock-Ground  
Ability: Rock Head/Sturdy  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	DEFENSE CURL
L1	MUD SPORT
L1	ROCK THROW
L6	MUD SPORT
L11	ROCK THROW
L16	MAGNITUDE
L21	SELFDESTRUCT
L29	ROLLOUT
L37	ROCK BLAST
L45	EARTHQUAKE
L53	EXPLOSION
L62	DOUBLE-EDGE

Friend Area - Mt. Deepgreen Very Unlikely

• Evolves from Geodude at Level 25  
• Magma Cavern 5F-10F, Buried Relic 74F-79F, Wish Cave 72F-75F, Southern Cavern 25F-36F, Joyous Tower 68F-73F, Makuhita Dojo 3F (Team Rumblerock)  
• Leader must be Level 90, or Level 50 with Friend Bow

# #76 GOLEM

Type: Rock-Ground  
Ability: Rock Head/Sturdy  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	DEFENSE CURL
L1	MUD SPORT
L1	ROCK THROW
L6	MUD SPORT
L11	ROCK THROW
L16	MAGNITUDE
L21	SELFDESTRUCT
L29	ROLLOUT
L37	ROCK BLAST
L45	EARTHQUAKE
L53	EXPLOSION
L62	DOUBLE-EDGE

Friend Area - Mt. Deepgreen Very Unlikely

• Evolves from Graveler with Link Cable  
• Magma Cavern 15F-20F, Mt. Faraway 10F-19F, Buried Relic 91F-99F, Wish Cave 76F-79F, Southern Cavern 40F-50F, Joyous Tower 74F-79F, Makuhita Dojo 3F (Team Rumblerock)  
• Leader must be Level 90 with Friend Bow

# #77 PONYTA

Type: Fire  
Ability: Run Away/Flash Fire  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	QUICK ATTACK
L5	GROWL
L9	TAIL WHIP
L14	EMBER
L19	STOMP
L25	FIRE SPIN
L31	TAKE DOWN
L38	AGILITY
L45	BOUNCE
L53	FIRE BLAST

Friend Area - Scorched Plains Likely

• Joyous Tower 57F-59F



## #78 RAPIDASH

Type: Fire  
Ability: Run Away/Flash Fire  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	QUICK ATTACK	L19	STOMP
L1	GROWL	L25	FIRE SPIN
L1	TAIL WHIP	L31	TAKE DOWN
L1	TACKLE	L38	AGILITY
L2	EMBER	L40	FURY ATTACK
L5	GROWL	L50	BOUNCE
L9	TAIL WHIP	L63	FIRE BLAST
L14	EMBER		

## Friend Area - Scorching Plains

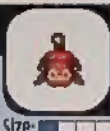
Never

• Evolves from Ponyta at Level 40



## #79 SLOWPOKE

Type: Water-Psychic  
Ability: Oblivious/Own Tempo  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	CURSE	L36	AMNESIA
L1	YAWN	L40	PSYCHIC
L1	TACKLE	L47	PSYCH UP
L6	GROWL		
L13	WATER GUN		
L17	CONFUSION		
L24	DISABLE		
L29	HEADBUTT		

## Friend Area - Bountiful Sea

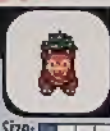
Likely

• Stormy Sea 11F-19F, Silver Trench 6F-14F, Grand Sea 6F-14F, Far-off Sea 6F-14F



## #80 SLOWBRO

Type: Water-Psychic  
Ability: Oblivious/Own Tempo  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	CURSE	L29	HEADBUTT
L1	YAWN	L36	AMNESIA
L1	TACKLE	L37	WITHDRAW
L6	GROWL	L44	PSYCHIC
L13	WATER GUN	L55	PSYCH UP
L17	CONFUSION		
L24	DISABLE		

## Friend Area - Bountiful Sea

Never

• Evolves from Slowpoke at Level 37



## #81 MAGNEMITE

Type: Electric-Steel  
Ability: Magnet Pull/Sturdy  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	METAL SOUND	L38	SWIFT
L1	TACKLE	L44	SCREECH
L6	THUNDERSHOCK	L50	ZAP CANNON
L11	SUPERSONIC		
L16	SONIC BOOM		
L21	THUNDER WAVE		
L26	SPARK		
L32	LOCK-ON		

## Friend Area - Power Plant

Likely

• Joins rescue team automatically after you complete Thunderwave Cave dungeon for the first time  
• Lightning Field 1F-7F, Wish Cave 1F-3F

## #82 MAGNETON

Type: Electric-Steel  
Ability: Magnet Pull/Sturdy  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶



## Friend Area - Power Plant

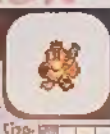
Never

• Evolves from Magnetite at Level 30



## #83 FARFETCH'D

Type: Normal-Flying  
Ability: Keen Eye/Inner Focus  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	PECK	L41	SLASH
L6	SAND-ATTACK	L46	FALSE SWIPE
L11	LEER		
L16	FURY ATTACK		
L21	KNOCK OFF		
L26	FURY CUTTER		
L31	SWORDS DANCE		
L36	AGILITY		

## Friend Area - Wild Plains

Somewhat Likely

• Silent Chasm 1F-3F, Pitfall Valley 1F-6F, Joyous Tower 23F-27F



## #84 DODUO

Type: Normal-Flying  
Ability: Run Away/Early Bird  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	PECK	L45	AGILITY
L1	GROWL		
L9	PURSUIT		
L13	FURY ATTACK		
L21	TRI ATTACK		
L25	RAGE		
L33	UPROAR		
L37	DRILL PECK		

## Friend Area - Safari

Somewhat Likely

• Great Canyon 1F-4F, Pitfall Valley 7F-12F, Joyous Tower 35F-39F



## #85 DODRIO

Type: Normal-Flying  
Ability: Run Away/Early Bird  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	PECK	L38	UPROAR
L1	GROWL	L47	DRILL PECK
L1	PURSUIT	L60	AGILITY
L1	FURY ATTACK		
L9	PURSUIT		
L13	FURY ATTACK		
L21	TRI ATTACK		
L25	RAGE		

## Friend Area - Safari

Never

• Evolves from Doduo at Level 31



## #86 SEEL

Type: Water  
Ability: Thick Fat  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	HEADBUTT		
L9	GROWL		
L17	ICY WIND		
L21	AURORA BEAM		
L29	REST		
L37	TAKE DOWN		
L41	ICE BEAM		
L49	SAFEGUARD		

## Friend Area - Ice Floe Beach

Unlikely

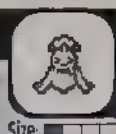
Mt. Freeze 3F-7F, Stormy Sea 9F-14F, Silver Trench 6F-14F, Far-off Sea 6F-14F





# #87 DEWGONG

Type: Water-Ice  
Ability: Thick Fat  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	S. GRAL BEAM	L49	REST
L1	HEADBUTT	L49	SHEER COLD
L1	ICY WIND	L42	TAKEDOWN
L1	ALDRORA BEAM	L51	ICE BLAM
L2	GROWL	L64	SAFEGUARD
L9	GROWL		
L17	ICY WIND		
L21	ALDRORA BEAM		

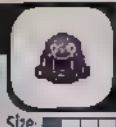
Friend Area • Ice Floe Beach

Never

- Evolves from Seel at Level 34

# #88 GRIMER

Type: Poison  
Ability: Stench/Sticky Hold  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	POISON GAS	L43	SLUDGE BOMB
L1	POUND	L53	MENTO
L4	HARDEN		
L8	DISABLE		
L13	SLUDGE		
L19	MINIMIZE		
L26	SCREECH		
L34	ACID ARMOR		

Friend Area • Poison Swamp

Likely

- Magma Cavern 15F-21F, Stormy Sea 20F-29F, Silver Trench 20F-29F, Wish Cave 80F-85F, Murky Cave 3F-6F, Joyous Tower 80F-85F, Far-off Sea 20F-29F

# #89 MUK

Type: Poison  
Ability: Stench/Sticky Hold  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	POISON GAS	L34	ACID ARMOR
L1	POUND	L47	SLUDGE BOMB
L1	HARDEN	L61	MENTO
L4	HARDEN		
L8	DISABLE		
L13	SLUDGE		
L19	MINIMIZE		
L26	SCREECH		

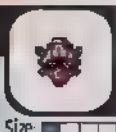
Friend Area • Poison Swamp

Never

- Evolves from Grimer at Level 38

# #90 SHELLDER

Type: Water  
Ability: Shell Armor  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L50	ICE BLAM
L1	WITHDRAW		
L8	ICE SPEAR		
L15	SUPERSONIC		
L22	ALDRORA BEAM		
L29	PROTECT		
L36	LEER		
L43	CLAMP		

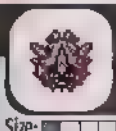
Friend Area • Whirlful Sea

Likely

- Stormy Sea 1F-8F, Silver Trench 1F-8F, Far-off Sea 1F-8F

# #91 CLOYSTER

Type: Water-Ice  
Ability: Shell Armor  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L50	ICE BLAM
L1	WITHDRAW		
L8	ICE SPEAR		
L15	SUPERSONIC		
L22	ALDRORA BEAM		
L29	PROTECT		
L36	LEER		
L43	CLAMP		

Friend Area • Bountiful Sea

Never

- Evolves from Shellder with Water Stone

# #92 GASTLY

Type: Ghost-Poison  
Ability: Levitate  
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	CONFUSE RAY	L40	MEAN LOOK
L8	CONFUSE RAY		
L13	CLAMP		
L16	NIGHT SHADE		
L21	CONFUSE RAY		
L28	DREAM EATER		
L33	DESTINY BOND		

Friend Area • Darkness Ridge

Somewhat Likely

- Buried Relic 9F-24F, Darknight Relic 1F-6F

# #93 HAUNTER

Type: Ghost-Poison  
Ability: Levitate  
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	HYPNOSIS	L31	DREAM EATER
L1	LICK	L39	DESTINY BOND
L1	SPITE	L45	SHADOW BALL
L8	SPITE	L53	NIGHTMARE
L13	CURSE	L64	MEAN LOOK
L16	NIGHT SHADE		
L21	CONFUSE RAY		
L25	SHADOW PUNCH		

Friend Area • Darkness Ridge

Very Unlikely

- Evolves from Gastly at Level 25
- Buried Relic 82F-93F, Darknight Relic 7F-11F
- Leader must be Level 90, or Level 50 with Friend Bow

# #94 GENGAR

Type: Ghost-Poison  
Ability: Levitate  
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	HYPNOSIS	L31	DREAM EATER
L1	LICK	L39	DESTINY BOND
L1	SPITE	L45	SHADOW BALL
L8	SPITE	L53	NIGHTMARE
L13	CURSE	L64	MEAN LOOK
L16	NIGHT SHADE		
L21	CONFUSE RAY		
L25	SHADOW PUNCH		

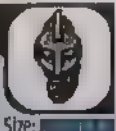
Friend Area • Darkness Ridge

Never

- Evolves from Haunter with Link Cable

# #95 ONIX

Type: Rock-Ground  
Ability: Rock Head/Sturdy  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L41	SLAM
L1	SCREECH	L45	IRON TAIL
L8	IRON TAIL	L52	SAND TOMB
L12	ROCK THROW	L56	DOUBLE EDGE
L19	HARDEN		
L23	RAGE		
L30	DRAGONFIRE		
L34	SANDSTORM		

Friend Area • Boulder Cave

Somewhat Likely

- Magma Cavern 21F-23F, Magma Cavern Pit 1F, Southern Cavern 40F-50F



# #96 DROWZEE

Type: Psychic  
Ability: Insomnia  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	POISON	L37	PSYCH UP
L3	HYPNOSIS	L41	SWAGGER
L7	DISABLE	L47	FUTURE SIGHT
L11	CONFUSION		
L17	HEADBUTT		
L21	POISON GAS		
L27	MEDITATE		
L31	PSYCH C		

Friend Area • Wild Plains Somewhat Likely

• Burned Relic 9F-14F, Solar Cave 1F-5F



# #97 HYPNO

Type: Psychic  
Ability: Insomnia  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	NIGHTMARE	L21	POISON GAS
L3	HYPNOSIS	L29	MED TATE
L7	DISABLE	L35	PSYCHIC
L11	CONFUSION	L43	PSYCH UP
L17	POISON	L49	SWAGGER
L23	DISABLE	L57	FUTURE SIGHT
L27	CONFUSION		
L31	HEADBUTT		

Friend Area • Wild Plains Never

• Evolves from Drowzee at Level 26



# #98 KRABBY

Type: Water  
Ability: Hyper Cutter/Shell Armor  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	BUBBLE	L45	CRABHAMMER
L5	LEER	L49	FLAIL
L12	VICEGRIP		
L16	HARDEN		
L23	MUD SHOT		
L27	STOMP		
L34	GUILLOTINE		
L38	PROTECT		

Friend Area • Shallow Beach Somewhat Likely

• Silver Trench 15F-24F, Grand Sea 15F-20F, Far-off Sea 1F-10F



# #99 KINGLER

Type: Water  
Ability: Hyper Cutter/Shell Armor  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	BUBBLE	L23	MUD SHOT
L3	LEER	L27	STOMP
L12	VICEGRIP	L38	GUILLOTINE
L16	HARDEN	L42	PROTECT
L22	METAL CLAW	L57	CRABHAMMER
L27	STOMP	L65	FLAIL
L32	VICEGRIP		
L36	HARDEN		

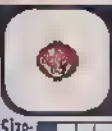
Friend Area • Shallow Beach Never

• Evolves from Krabby at Level 28



# #100 VOLTORB

Type: Electric  
Ability: Soundproof/Static  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	THUNDER	L23	MUD SHOT
L3	LEER	L27	STOMP
L12	VICEGRIP	L38	GUILLOTINE
L16	HARDEN	L42	PROTECT
L22	METAL CLAW	L57	CRABHAMMER
L27	STOMP	L65	FLAIL
L32	VICEGRIP		
L36	HARDEN		

Friend Area • Power Plant Somewhat Likely

• Thunderwave Cave 3F-5F, Wish Cave 8F-10F



# #101 ELECTRODE

Type: Electric  
Ability: Soundproof/Static  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	THUNDER	L23	MUD SHOT
L3	LEER	L27	STOMP
L12	VICEGRIP	L38	GUILLOTINE
L16	HARDEN	L42	PROTECT
L22	METAL CLAW	L57	CRABHAMMER
L27	STOMP	L65	FLAIL
L32	VICEGRIP		
L36	HARDEN		

Friend Area • Power Plant Never

• Evolves from Voltorb at Level 30



# #102 EXEGGUTE

Type: Grass-Psychic  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	HYPNOSIS	L17	SLEEP POWDER
L3	LPROAR	L43	SOLARBEAM
L7	BARRAGE		
L13	REFLECT		
L19	LEECH SEED		
L25	CONFUSION		
L31	STUN SPORE		
L37	POISONPOWDER		

Friend Area • Jungle Somewhat Likely

• Howling Forest 14F



# #103 EXEGGUTOR

Type: Grass-Psychic  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	BARRAGE		
L3	HYPNOSIS		
L7	CONFUSION		
L13	STOMP		
L19	EGG BOMB		

Friend Area • Jungle Never

• Evolves from Exeggute with Leaf Stone



# #104 CUBONE

Type: Ground  
Ability: Rock Head/Lightningrod  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	GROWL	L13	FASE SWIPE
L3	TAIL WHIP	L17	THRASH
L7	BONE CLUD	L43	BONE RUSH
L13	HEADBUTT	L45	DOUBLE EDGE
L19	LEER		
L25	FOCUS ENERGY		
L31	BONEMERANG		
L37	RAGE		

Friend Area • Mt. Deepgreen Likely

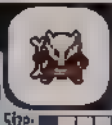
• Potential hero Pokémon  
• Southern Cavern 5F-10F





# 105 MAROWAK

Type: Ground  
Ability: Rock Head/Lightningrod  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 GROWL	L21 FOCUS ENERGY
L1 TA. WHIP	L25 BONEMERANG
L1 BONE CLUB	L32 RAGE
L1 HEADBUTT	L39 FALSE SWIPE
L5 TAIL WHIP	L40 THRASH
L9 BONE CLUB	L53 BONE RUSH
L13 HEADBUTT	L61 DOUBLE EDGE
L17 .FEAR	

Friend Area • Mt. Deepgreen  
• Evolves from Cubone at Level 28

# 106 HITMONLEE

Type: Fighting  
Ability: Limber  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 REVENGE	L31 MIND READER
L1 DOUBLE KICK	L36 FORESIGHT
L6 MEDITATE	L41 EVOLVE
L11 ROLLING KICK	L46 MEGA KICK
L16 JUMP KICK	L51 REVERSAL
L20 BRICK BREAK	
L21 FOCUS ENERGY	
L26 HI JUMP KICK	

Friend Area • Mt. Discipline  
• Evolves from Tyrogue at Level 20 if Attack is higher than Defense

# 107 HITMONCHAN

Type: Fighting  
Ability: Keen Eye  
Terrain Ability: Ground



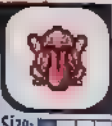
HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 REVENGE	L32 SKY UPPER CUT
L1 COMET PUNCH	L38 MEGA PUNCH
L7 AGILITY	L44 DETECT
L13 PURSUIT	L50 COUNTER
L18 MACH PUNCH	
L26 THUNDERPUNCH	
L26 ICE PUNCH	
L26 FIRE PUNCH	

Friend Area • Mt. Discipline  
• Evolves from Tyrogue at Level 20 if Defense is higher than Attack

# 108 LICKITUNG

Type: Normal  
Ability: Own Tempo/Oblivious  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 LICK	L45 SCREECH
L7 SUPERSONIC	L51 REFRESH
L2 DEFENSE CURL	
L8 KNOCK OFF	
L23 STOMP	
L29 WRAP	
L34 DISABLE	
L41 SLAM	

Friend Area • Sky Blue Plains  
• Western Cave 37F-44F

# 109 KOFFING

Type: Poison  
Ability: Levitate  
Terrain Ability: Float



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 POISON GAS	L77 HAZE
L1 TACKLE	L81 EXPLOSION
L7 SMOG	L51 DEST. NY BOND
L1 SELFDESTRUCT	L58 MEMENTO
L9 SMOG	
L17 SELFDESTRUCT	
L23 SLOdge	
L25 SMOGSCREEN	

Friend Area • Poison Swamp  
• Sk. Tower 9F-16F, Wish Cave 71F-75F, Joyous Tower 65F-70F

# 110 WEEZING

Type: Poison  
Ability: Levitate  
Terrain Ability: Float



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 POISON GAS	L77 HAZE
L1 TACKLE	L81 EXPLOSION
L7 SMOG	L51 DEST. NY BOND
L1 SELFDESTRUCT	L58 MEMENTO
L9 SMOG	
L17 SELFDESTRUCT	
L23 SLOdge	
L25 SMOGSCREEN	

Friend Area • Poison Swamp  
• Evolves from Koffing at Level 35

# 111 RHYHORN

Type: Ground-Rock  
Ability: Lightningrod/Rock Head  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 HORN ATTACK	L57 EARTHQUAKE
L1 TAIL WHIP	L57 MEGAHORN
L10 STOMP	
L15 FURY ATTACK	
L24 SCARY FACE	
L29 ROCK BLAST	
L30 HORN DRILL	
L43 TAKE DOWN	

Friend Area • Safari  
• Frosty Grotto 1F-4F, Buried Relic 6.F-73F, Wish Cave 58F-61F, Southern Cavern 31F-39F, Joyous Tower 58F-61F

# 112 RHYDON

Type: Ground-Rock  
Ability: Lightningrod/Rock Head  
Terrain Ability: Ground



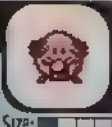
HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 HORN ATTACK	L39 HORN DRILL
L1 TAIL WHIP	L46 TAKE DOWN
L1 STOMP	L58 EARTHQUAKE
L1 FURY ATTACK	L66 MEGAHORN
L10 STOMP	
L15 FURY ATTACK	
L24 SCARY FACE	
L29 ROCK BLAST	

Friend Area • Safari  
• Evolves from Rhyhorn at Level 42

# 113 CHANSEY

Type: Normal  
Ability: Natural Cure/Serene Grace  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 PO. JND	L35 EGG BOMB
L1 GROWL	L40 DEFENSE CURL
L3 TAIL WHIP	L49 LIGHT SCREEN
L9 REFRESH	L57 DOUBLE EDGE
L13 SOFTBOILED	
L17 DOODLESLAP	
L23 MINIMIZE	
L29 SING	

Friend Area • Sky Blue Plains  
• Joyous Tower 50F, 60F, 77F



**#114 TANGELA**  
 Type: Grass  
 Ability: Chlorophyll  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	INGRAIN	L31	MEGA DRAIN
L1	CONSTRUCT	L37	STUN SPORE
L4	SLEEP POWDER	L40	SLAM
L10	ABSORB	L46	TICKLE
L13	GROWTH		
L19	POISON POWDER		
L22	VINE WHIP		
L28	BIND		

Friend Area • Jungle  
 • Lapis Cave 9F-12F, Joyous Tower 47F-50F



**#115 KANGASKHAN**  
 Type: Normal  
 Ability: Early Bird  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	COMET PUNCH	L43	DIZZY PUNCH
L1	LEER	L49	REVERSAL
L7	BITE		
L13	TAIL WHIP		
L19	FAME OUT		
L25	MEGA PUNCH		
L31	RAGE		
L37	ENDURE		

Friend Area • Safari  
 • Western Cave 13F-19F



**#116 HORSEA**  
 Type: Water  
 Ability: Swift Swim  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	BUBBLE		
L8	SMOKESCREEN		
L15	LEER		
L22	WATER GUN		
L29	TWISTER		
L36	AGILITY		
L43	HYDRO PUMP		
L50	DRAGON DANCE		

Friend Area • Treasure Sea  
 • Silver Trench 10F-20F, Grand Sea 10F-20F



**#117 SEADRA**  
 Type: Water  
 Ability: Poison Point  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	BUBBLE	L40	AGILITY
L8	SMOKESCREEN	L51	HYDRO PUMP
L15	LEER	L62	DRAGON DANCE
L22	WATER GUN		
L29	SMOKESCREEN		
L36	LEER		
L43	WATER GUN		
L50	TWISTER		

Friend Area • Treasure Sea  
 • Evolves from Horsea at Level 32  
 • Stormy Sea 30F-39F, Silver Trench 30F-39F, Grand Sea 27F-30F  
 • Leader must be Level 90, or Level 50 with Friend Bow



**#118 GOLDEEN**  
 Type: Water  
 Ability: Swift Swim/Water Veil  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	MEGA		
L1	MEGA		
L1	MEGA		

Friend Area • Rub-a-Dub River  
 • Waterfall Pond 1F-5F



**#119 SEAKING**  
 Type: Water  
 Ability: Swift Swim/Water Veil  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	MEGA		
L1	MEGA		
L1	MEGA		

Friend Area • Rub-a-Dub River  
 • Evolves from Goldeen at Level 33



**#120 STARYU**  
 Type: Water  
 Ability: Illuminate/Natural Cure  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L33	MIMICRY
L1	HARDEN	L37	LIGHT SCREEN
L6	WATER GUN	L42	COSMIC POWER
L10	RAPID SPIN	L46	HYDRO PUMP
L15	RECOVER		
L19	CAMOUFLAGE		
L24	SWIFT		
L28	BUBBLEBEAM		

Friend Area • Bountiful Sea  
 • Silver Trench 15F-25F, Grand Sea 15F-25F



**#121 STARMIE**  
 Type: Water-Psychic  
 Ability: Illuminate/Natural Cure  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	WATER GUN		
L1	RAPID SPIN		
L1	RECOVER		
L1	SWIFT		
L33	CONFUSE RAY		

Friend Area • Bountiful Sea  
 • Evolves from Staryu with Water Stone



**#122 MR. MIME**  
 Type: Psychic  
 Ability: Soundproof  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	BARAGE	L26	ENCORE
L5	CONFUSION	L29	PSYBEAM
L8	SUBSTITUTE	L33	RECYCLE
L12	MEDIATE	L36	TRICK
L15	DOUBLE SLAP	L40	ROLE PLAY
L19	LIGHT SCREEN	L43	PSYCHIC
L22	REFLECT	L47	BATON PASS
	MAGICAL LEAF	L50	SAFEGUARD

Friend Area • Decrepid Lab  
 • Beldr 1 50F-69F, 50 at Cave 7F-12F









**#122 DITTO**

Type: Normal  
Ability: Limber  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TRANSFORM

Friend Area: Decrepit Lab  
Frosty Forest 4F, 9F, Fiery Field 10F, 20F, Buried Relic 16F, 34F, Wish Cave 53F-64F, Joyous Tower 53F, 64F

**#133 Eevee**

Type: Normal  
Ability: Run Away  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE, L4 TAKE DOWN
L1 TAIL WHIP
L1 HELPING HAND
L8 SAND-ATTACK
L16 GROWL
L23 QUICK ATTACK
L30 BITE
L36 BATON PASS

Friend Area: Transform Forest  
• Potential hero Pokemon  
• Joyous Tower 12F-17F

**#134 VAPOREON**

Type: Water  
Ability: Water Absorb  
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE, L42 HAZE
L1 TAIL WHIP, L47 ACID ARMOR
L1 HELPING HAND, L52 HYDRO PUMP
L8 SAND-ATTACK
L16 WATER GUN
L23 QUICK ATTACK
L30 BITE
L36 AURORA BEAM

Friend Area: Transform Forest  
• Evolves from Eevee with Water Stone

**#135 JOLTEON**

Type: Electric  
Ability: Volt Absorb  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE, L42 THUNDER WAVE
L1 TAIL WHIP, L47 AGILITY
L1 HELPING HAND, L52 THUNDER
L8 SAND-ATTACK
L16 THUNDERSHOCK
L23 QUICK ATTACK
L30 DOUBLE KICK
L36 PIN MISSILE

Friend Area: Transform Forest  
• Evolves from Eevee with Thunderstone

**#136 FLAREON**

Type: Fire  
Ability: Flash Fire  
Terrain Ability: Magma

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE, L42 SMOG
L1 TAIL WHIP, L47 LEER

Friend Area: Transform Forest  
• Evolves from Eevee with Fire Stone

**#137 PORYGON**

Type: Normal  
Ability: Trace  
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE, L42 LOCK ON
L1 TAIL WHIP
L1 HELPING HAND
L8 SAND-ATTACK
L16 THUNDERSHOCK
L23 QUICK ATTACK
L30 DOUBLE KICK
L36 PIN MISSILE

Friend Area: Decrepit Lab  
• Buried Relic 5F-10F  
• Near's Red Rescue Team only

**#138 OMANYTE**

Type: Rock-Water  
Ability: Swift Swim/Shell Armor  
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 CONSTRICT, L49 ANCIENTPOWER
L1 WITHDRAW, L55 HYDRO PUMP
L13 BITE
L19 WATER GUN
L25 MUD SHOT
L31 LEER
L37 PROTECT
L43 TICKLE

Friend Area: Deep-Sea Floor  
• Stormy Sea 1F-9F, Silver Trench 1F-9F, Far off Sea 1F-9F

**#139 OMASTAR**

Type: Rock-Water  
Ability: Swift Swim/Shell Armor  
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 CONSTRICT, L37 PROTECT
L1 WITHDRAW, L40 SP. KE CANNON
L1 BITE, L46 TICKLE
L13 WATER GUN, L55 ANCIENTPOWER
L19 BITE, L65 HYDRO PUMP
L19 WATER GUN
L25 MUD SHOT
L31 LEER

Friend Area: Deep-Sea Floor  
• Evolves from Omanyte at level 40

**#140 KABUTO**

Type: Rock-Water  
Ability: Swift Swim/Battle Armor  
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 SCRATCH, L42 METAL CLASH
L1 HARDEN, L55 ANCIENTPOWER
L13 BITE
L19 LEER
L25 MUD SHOT
L31 SAND-ATTACK
L37 ENDURE
L43 METAL SOUND

Friend Area: Deep-Sea Floor  
• Silver Trench 5F, 13F, Grand Sea 5F-13F



**141 KABUTOPS**

Type: Rock-Water  
 Ability: Swift Swim/Battle Armor  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	SCRATCH	L31	SAND-ATTACK
L1	HARDEN	L37	ENDURE
L1	ABSORB	L40	SLASH
L2	LEER	L46	METAL SOUND
L2	FURY CUTTER	L55	MEGA DRAIN
L13	ABSORB	L65	ANCIENTPOWER
L19	LEER		
L25	MUD SHOT		

**Friend Area • Deep-Sea Flow** Never

- Evolves from Kabuto at Level 40

**142 AERODACTYL**

Type: Rock-Flying  
 Ability: Rock Head/Pressure  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	WING ATTACK		
L8	AGILITY		
L15	BITE		
L22	SUPERSONIC		
L29	ANCIENTPOWER		
L36	SCARY FACE		
L43	TAKE DOWN		
L50	HYPER BEAM		

**Friend Area • Ancient Relic** Somewhat Likely

- Sky Tower 21F-25F, Sky Tower Summit 1F-8F, Pitfall Valley 15F-25F, Joyous Tower 90F-99F

**143 SNORLAX**

Type: Normal  
 Ability: Immunity/Thick Fat  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	TACKLE	L33	BODY SLAM
L5	AMNESIA	L37	SLEEP TALK
L9	DEFENSE CURL	L41	BLOCK
L13	BELLY DRUM	L45	COVERT
L17	HEADBUTT	L49	ROLLOUT
L21	YAWN	L53	HYPER BEAM
L25	REST		
L29	SNORE		

**Friend Area • Energetic Forest** Unlikely

- Howling Forest 11F-14F
- Evolves from Munchlax at Level 40

**144 ARTICUNO**

Type: Ice-Flying  
 Ability: Pressure  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	GUST	L85	SNEER COLD
L1	POWDER SNOW		
L13	MIST		
L25	AGILITY		
L37	WIND READER		
L49	ICE BEAM		
L61	REFLECT		
L73	BLIZZARD		

**Friend Area • Legendary Island** Likely

- Frosty Grotto 5F
- Cannot catch on first encounter

**145 ZAPDOS**

Type: Electric-Flying  
 Ability: Pressure  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	PECK	L85	THUNDER
L1	THUNDERSHOCK		
L13	THUNDER WAVE		
L25			
L37			
L49			
L61			
L73			

**Friend Area • Legendary Island** Likely

- Mt. Thunder Peak 3F
- Cannot catch on first encounter

**146 MOLTRES**

Type: Fire-Flying  
 Ability: Pressure  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	FLAME WHEEL		
L1	FLAME WHEEL		
L13	FLAME WHEEL		
L25	FLAME WHEEL		
L37	FLAME WHEEL		
L49	FLAME WHEEL		
L61	FLAME WHEEL		
L73	FLAME WHEEL		

**Friend Area • Legendary Island** Likely

- Mt. Blaze Peak 3F
- Cannot catch on first encounter

**147 DRATINI**

Type: Dragon  
 Ability: Shed Skin  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	WRAP	L50	OUTRAGE
L1	LEER	L57	HYPER BEAM
L8	THUNDER WAVE		
L15	TWISTER		
L22	DRAGON RAGE		
L29	SLAM		
L36	AGILITY		
L43	SAFEGUARD		

**Friend Area • Mystic Lake** Likely

- Silver Trench 50F-59F, Wyvern Hill 1F-5F, Far-off Sea 50F-59F

**148 DRAGONAIR**

Type: Dragon  
 Ability: Shed Skin  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	WRAP	L38	AGILITY
L1	LEER	L47	SAFEGUARD
L1	THUNDER WAVE	L56	OUTRAGE
L1	TWISTER	L63	HYPER BEAM
L8	THUNDER WAVE		
L15	TWISTER		
L22	DRAGON RAGE		
L29	SLAM		

**Friend Area • Mystic Lake** Very Unlikely

- Evolves from Dratini at Level 30
- Wyvern Hill 12F-20F
- Leader must be Level 90, or Level 50 with Friend Bow

**149 DRAGONITE**

Type: Dragon-Flying  
 Ability: Inner Focus  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves			
L1	WRAP	L38	AGILITY
L1	LEER	L47	SAFEGUARD
L1	THUNDER WAVE	L56	WING ATTACK
L1	TWISTER	L63	OUTRAGE
L8	THUNDER WAVE	L75	HYPER BEAM
L15	TWISTER		
L22	DRAGON RAGE		
L29	SLAM		

**Friend Area • Mystic Lake** Never

- Evolves from Dragonair at Level 55



**#150 MEWTWO**

Type: Psychic  
Ability: Pressure  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	CONFUSION
L1	DISABLE
L1	BARRIER
L2	MIST
L3	SWIFT
L4	RECOVER
L5	SAFEGUARD
L6	PSYCHIC
L7	PSYCH UP
L8	FUTURE SIGHT
L9	AMNESIA

**Friend Area - Apple Core** **Very Likely**

- Western Cave 99F
- Cannot catch on first encounter

**#151 MEW**

Type: Psychic  
Ability: Synchronize  
Terrain Ability: Float

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	POUND
L10	TRANSFORM
L20	MEGA PUNCH
L30	METRONOME
L40	PSYCHIC
L50	ANCIENTPOWER

**Friend Area - Final Island** **Unlikely**

- Buried Relic 36F-98F
- Leader must have Music Box

**#152 CHIKORITA**

Type: Grass  
Ability: Overgrow  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	GROWL
L8	RAZOR LEAF
L12	REFLECT
L15	POISONPOWDER
L22	SYNTHESIS
L29	BODY SLAM
L36	LIGHT SCREEN
L43	SAFEGUARD
L50	SOLARBEAM

**Friend Area - Beau Plains** **Likely**

- Potential hero or partner Pokémon
- Joyous Tower 8F-11F

**#153 BAYLEEF**

Type: Grass  
Ability: Overgrow  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	GROWL
L1	RAZOR LEAF
L1	REFLECT
L8	RAZOR LEAF
L12	REFLECT
L15	POISONPOWDER
L23	SYNTHESIS
L31	BODY SLAM
L39	LIGHT SCREEN
L47	SAFEGUARD
L55	SOLARBEAM

**Friend Area - Beau Plains** **Very Unlikely**

- Evolves from Chikorita at Level 16
- Western Cave 20F-27F
- Leader must be Level 90, or Level 50 with Friend Bow

**#154 MEGANIUM**

Type: Grass  
Ability: Overgrow  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	GROWL
L1	RAZOR LEAF
L1	REFLECT
L1	RAZOR LEAF
L1	REFLECT
L31	BODY SLAM
L41	LIGHT SCREEN
L51	SAFEGUARD
L61	SOLARBEAM

**Friend Area - Beau Plains** **Never**

- Evolves from Bayleef at Level 32

**#155 CYNDAQUIL**

Type: Fire  
Ability: Blaze  
Terrain Ability: Magma

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	LEER
L1	SMOKESCREEN
L6	SMOKESCREEN
L12	EMBER
L21	QUICK ATTACK
L31	FLAME WHEEL
L42	SWIFT
L54	FLAMETHROWER

**Friend Area - Scorched Plains** **Likely**

- Potential hero or partner Pokémon
- Joyous Tower 13F-17F

**#156 QUILAVA**

Type: Fire  
Ability: Blaze  
Terrain Ability: Magma

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	LEER
L1	SMOKESCREEN
L6	SMOKESCREEN
L12	EMBER
L21	QUICK ATTACK
L31	FLAME WHEEL
L42	SWIFT
L54	FLAMETHROWER

**Friend Area - Scorched Plains** **Very Unlikely**

- Evolves from Cyndaquil at Level 14
- Fiery Field 15F-24F
- Leader must be Level 90, or Level 50 with Friend Bow

**#157 TYPHLOSION**

Type: Fire  
Ability: Blaze  
Terrain Ability: Magma

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	LEER
L1	SMOKESCREEN
L6	SMOKESCREEN
L12	EMBER
L21	QUICK ATTACK
L31	FLAME WHEEL
L45	SWIFT
L60	FLAMETHROWER

**Friend Area - Scorched Plains** **Never**

- Evolves from Quilava at Level 36

**#158 TOTODILE**

Type: Water  
Ability: Torrent  
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SCRATCH
L1	LEER
L1	RAGE
L13	WATER GUN
L20	BITE
L27	SCARY FACE
L35	SLASH
L43	STRECH
L52	HYDRO PUMP

**Friend Area - Waterfall Pond** **Likely**

- Potential hero or partner Pokémon
- Wyvern Hill 6F 11F, Waterfall Pond 6F 10F

KARNIMANI









**#168 ARIADOS**

Type: Bug-Poison  
Ability: Swarm/Insomnia  
Terrain Ability: Ground



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves			
L1	POISON STING	L34	FURY SWIPES
L3	STRING SHOT	L43	SPIDER WEB
L1	SCARY FACE	L53	AGILITY
L1	CONSTRUCT	L63	PSYCHIC
L6	SCARY FACE		
L11	CONSTRUCT		
L17	NIGHT SHADE		
L25	LEECH LIFE		

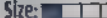
Friend Area - Secretive Forest Never

- Evolves from Spinarak at Level 22

**#169 CROBAT**

Type: Poison-Flying  
Ability: Inner Focus  
Terrain Ability: Float



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves			
L1	SCREECH	L28	CONFUSE RAY
L1	LEECH LIFE	L35	AIR CUTTER
L1	ASTONISH	L42	MEAN LOOK
L1	SUPERSONIC	L49	POISON FANG
L6	ASTONISH	L55	HAZE
L11	SUPERSONIC		
L15	BITE		
L21	WING ATTACK		

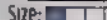
Friend Area - Echo Cave Never

- Evolves from Golbat when IQ reaches 5 stars

**#170 CHINCHOU**

Type: Water-Electric  
Ability: Volt Absorb/Illuminate  
Terrain Ability: Water



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves			
L1	BUBBLE	L41	HYDRO PUMP
L1	THUNDER WAVE	L49	CHARGE
L5	SUPERSONIC		
L13	FLAIL		
L17	WATER GUN		
L25	SPARK		
L29	CONFUSE RAY		
L37	TAKE DOWN		

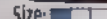
Friend Area - Deep-Sea Floor Somewhat Likely

- Silver Trench 70F-79F

**#171 LANTURN**

Type: Water-Electric  
Ability: Volt Absorb/Illuminate  
Terrain Ability: Water



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	BUBBLE	L43	TAKE DOWN
L1	THUNDER WAVE	L50	HYDRO PUMP
L1	SUPERSONIC	L61	CHARGE
L5	SUPERSONIC		
L13	FLAIL		
L17	WATER GUN		
L25	SPARK		
L32	CONFUSE RAY		

Friend Area - Deep-Sea Floor Never

- Evolves from Chinchou at Level 27

**#172 PICHU**

Type: Electric  
Ability: Static  
Terrain Ability: Ground



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	THUNDER SHOCK		
L1	CHARM		
L6	CHARM		
L6	CHARM		

Friend Area - Energetic Forest Somewhat Likely

- Joyous Tower 3F-6F

**#173 CLEFFA**

Type: Normal  
Ability: Cute Charm  
Terrain Ability: Ground



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	POUND		
L1	CHARM		
L1	CHARM		
L1	CHARM		

Friend Area - Mt. Moonview Likely

- Wish Cave 1F-4F

**#174 IGGLYBUFF**

Type: Normal  
Ability: Cute Charm  
Terrain Ability: Ground



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves			
L1	POUND		
L1	CHARM		
L1	CHARM		
L1	CHARM		


Friend Area - Sky Blue Plains Likely

- Western Cave 10F-13F, Joyous Tower 1F-3F

**#175 TOGEDI**

Type: Normal  
Ability: Hustle/Serene Grace  
Terrain Ability: Ground



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

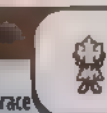
Level-Up Moves			
L1	GROWL	L29	WISH
L1	CHARM	L33	SAFEGUARD
L1	MELODY	L25	DOUBLE EDGE
L1	SWEET KISS	L41	BATON PASS
L1	YAWN		
L1	ENCORE		
L1	ANCIENTPOWER		
L25	FOLLOW ME		


Friend Area - Flyaway Forest Somewhat Likely

- Wish Cave 5F-10F

**#176 TOGETIC**

Type: Normal-Flying  
Ability: Hustle/Serene Grace  
Terrain Ability: Ground



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	MAGICAL LEAF	L17	ENCORE
L1	GROWL	L25	ANCIENTPOWER
L1	CHARM	L25	FOLLOW ME
L1	SWEET KISS	L40	WISH
L1	MELODY	L33	SAFEGUARD
L1	YAWN	L37	DOUBLE EDGE
L1	SWEET KISS	L41	BATON PASS
L1	YAWN		

Friend Area - Flyaway Forest Never

- Evolves from Togepi when IQ reaches 5 stars







# #186 POLITOED

Type: Water  
Ability: Water Absorb/Damp  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	WATER GUN
L3	HYPNOSIS
L3	DOUBLESLAP
L1	PERISH SONG
L35	PERISH SONG
L51	SWAGGER

Friend Area	Friend Area	Friend Area
Tadpole Pond		Never

• Evolves from Poliwhirl with King's Rock and Link Cable



# #187 HOPPIP

Type: Grass-Flying  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SPLASH
L3	SYNTHESIS
L5	TAIL WHIP
L10	TACKLE
L13	POISON POWDER
L15	POISON POWDER
L17	SLEEP POWDER
L20	LEECH SEED
L25	COTTON SPORE
L30	MEGA DRAIN

Friend Area	Friend Area	Friend Area
Beau Plains		Somewhat Likely

• Pitfall Valley 4F-8F



# #188 SKIPLOOM

Type: Grass-Flying  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SPLASH
L3	TACKLE
L5	SYNTHESIS
L5	TAIL WHIP
L10	TACKLE
L13	POISON POWDER
L15	STUN SPORE
L17	SLEEP POWDER
L22	LEECH SEED
L29	COTTON SPORE
L36	MEGA DRAIN

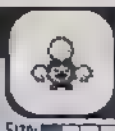
Friend Area	Friend Area	Friend Area
Beau Plains		Very Unlikely

• Evolves from Hoppip at Level 18  
• Great Canyon 1F-3F, Pitfall Valley 15F-20F, Joyous Tower 42F-46F  
• Leader must be Level 90, or Level 50 with Friend Bow



# #189 JUMPLUFF

Type: Grass-Flying  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

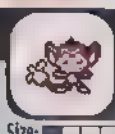
Level-Up Moves	
L1	SPLASH
L3	TACKLE
L5	SYNTHESIS
L5	TAIL WHIP
L10	TACKLE
L13	POISON POWDER
L15	STUN SPORE
L17	SLEEP POWDER
L22	LEECH SEED
L33	COTTON SPORE
L44	MEGA DRAIN

Friend Area	Friend Area	Friend Area
Beau Plains		Never

• Evolves from Skiploom at Level 27

# #190 AIPOW

Type: Normal  
Ability: Run Away/Pickup  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SLUTCH
L3	SLUTCH
L5	SLUTCH
L10	SLUTCH
L13	SLUTCH
L15	SLUTCH
L17	SLUTCH
L22	SLUTCH
L33	SLUTCH
L44	SLUTCH

Friend Area	Friend Area	Friend Area
Energetic Forest		Somewhat Likely

• Updoot Forest 1F-6F  
• Appears in Blue Rescue Team only



# #191 SUNKERN

Type: Grass  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SLUTCH
L3	SLUTCH
L5	SLUTCH
L10	SLUTCH
L13	SLUTCH
L15	SLUTCH
L17	SLUTCH
L22	SLUTCH
L33	SLUTCH
L44	SLUTCH

Friend Area	Friend Area	Friend Area
Jungle		Somewhat Likely

• Wish Cave 1F-3F

# #192 SUNFLORA

Type: Grass  
Ability: Chlorophyll  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	ABSORB
L3	POUND
L6	GROWTH
L13	RAZOR LEAF
L18	INGRAIN
L25	BULLET SEED
L30	SUNNY DAY
L37	PETAL DANCE
L42	SOLARBEAM

Friend Area	Friend Area	Friend Area
Jungle		Never

• Evolves from Sunkern with Sun Stone



# #193 YANMA

Type: Bug-Flying  
Ability: Quick Feet/Compound Eyes  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L3	FORESIGHT
L6	QUICK ATTACK
L12	DOUBLE TEAM
L17	SOUND BOMB
L23	HYPNOSIS
L28	DETECT
L34	UPROAR
L39	WING ATTACK
L45	SUPERSONIC
L50	SCREECH

Friend Area	Friend Area	Friend Area
Misty Lake Forest		Somewhat Likely

• Silent Chasm 1F-8F, Pitfall Valley 9F-15F



# #194 WOOPER

Type: Water-Ground  
Ability: Damp/Water Absorb  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	WATER GUN
L3	TAIL WHIP
L6	SLAM
L11	MUD SHOT
L16	AMNESIA
L21	YAWN
L26	EARTHQUAKE
L31	RAIN DANCE
L36	MIST
L41	HAZE

Friend Area	Friend Area	Friend Area
Sinister Woods		Very Unlikely

• Sinister Woods 8F-10F, Waterfall Pond 3F-6F



FELINE

**#185 QUAGSIRE**  
 Type: Water-Ground  
 Ability: Damp/Water Absorb  
 Terrain Ability: Water  
 Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	WATER GUN	L61	MIST
L1	TAIL WHIP	L61	HAZE
L11	SLAM		
L16	MUD-SHOT		
L23	AMNESIA		
L35	YAWN		
L42	EARTHQUAKE		
L49	RAIN DANCE		

**Friend Area - Peanut Swamp** **Never**  
 • Evolves from Wooper at Level 20

**#196 ESPEON**  
 Type: Psychic  
 Ability: Synchronize  
 Terrain Ability: Ground  
 Size:

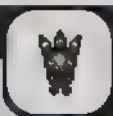


HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L42	PSYCH UP
L1	TAIL WHIP	L47	PSYCHIC
L1	HELPING HAND	L52	MORNING SUN
L8	SAND-ATTACK		
L16	CONFUSION		
L23	QUICK ATTACK		
L30	SWIFT		
L36	PSYBEAM		

**Friend Area - Titchewin Forest** **Never**  
 • Evolves from Eevee with Sun Ribbon and when IQ reaches 4 stars

**#197 UMBREON**  
 Type: Dark  
 Ability: Synchronize  
 Terrain Ability: Ground  
 Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L42	MEAN LOOK
L1	TAIL WHIP	L47	SCREECH
L1	HELPING HAND	L52	MOONLIGHT
L8	SAND-ATTACK		
L16	PURSUIT		
L23	QUICK ATTACK		
L30	CONFUSE RAY		
L36	FACET ATTACK		

**Friend Area - Transform Forest** **Never**  
 • Evolves from Eevee with Lunar Ribbon and when IQ reaches 4 stars

**#198 MURKROW**  
 Type: Dark-Flying  
 Ability: Insomnia  
 Terrain Ability: Ground  
 Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	PECK		
L9	ASTONISH		
L14	PURSUIT		
L22	HAZE		
L27	NIGHT SHADE		
L35	FACET ATTACK		
L40	TALIT		
L48	MEAN LOOK		

**Friend Area - Flyaway Forest** **Somewhat Likely**  
 • Great Canyon 5F-7F, Western Cave 1F-2F, Wish Cave 39F-42F

**#199 SLOWKING**  
 Type: Water-Psychic  
 Ability: Oblivious/Own Tempo  
 Terrain Ability: Water  
 Size:

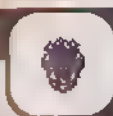


HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	WATER GUN		
L1	TAIL WHIP		
L11	HELPING HAND		
L16	SAND-ATTACK		
L23	QUICK ATTACK		
L30	CONFUSE RAY		
L36	FACET ATTACK		

**Friend Area - Bountiful Sea** **Never**  
 • Evolves from Slowpoke with King's Rock and Link Cable

**#200 MISDREAVUS**  
 Type: Ghost  
 Ability: Levitate  
 Terrain Ability: Pass Through  
 Size:

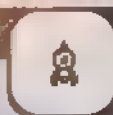


HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	POUNCE		
L1	PSYWAVE	L45	PERISH SONG
L6	SPITE	L53	GROGUE
L11	ASTONISH		
L17	CONFUSE RAY		
L23	MEAN LOOK		
L30	HAZE		
L37	PAIN SPLT		

**Friend Area - Darkness Ridge** **Somewhat Likely**  
 • Murky Cave 13F-19F, Darknight Relic 1F 15F

**#201 UNOWN**  
 Type: Psychic  
 Ability: Levitate  
 Terrain Ability: Float  
 Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	PSYCHIC		

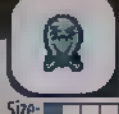
**Friend Area - Aged Chamber AN and Aged Chamber O?** **Unlikely**  
 • Unown Relic (see below)

A	B	C	D	E	F	G	H	I	J	K	L	M	N
1F, 7F	1F, 7F	1F, 5F, 6F, 8F, 11F	1F, 8F	2F, 6F, 9F, 11F	2F	2F, 5F, 8F, 11F	2F, 8F, 10F	3F, 7F, 9F, 11F	3F, 5F, 9F, 10F	3F, 7F, 9F, 11F	3F, 5F, 8F, 11F	4F, 8F, 11F	4F, 10F
O	P	Q	R	S	T	U	V	W	X	Y	Z	?	?
1F, 4F, 10F, 11F	2F, 4F, 9F, 10F	5F, 8F, 10F, 11F	1F, 5F, 9F	2F, 5F, 8F, 9F, 11F	3F, 4F, 10F	1F, 6F, 11F	3F, 6F, 11F	1F	2F, 5F	7F	1F, 7F	2F, 5F	



# #202 WOBBUFFET

Type: Psychic  
Ability: Shadow Tag  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	COUNTER
L1	MIRROR COAT
L1	SAFEGUARD
L1	DESTINY BOND

Friend Area	Echo Cave	Never
• Evolves from Wynaut at Level 15		

# #203 GIRAFARIG

Type: Normal-Psychic  
Ability: Inner Focus/Early Bird  
Terrain Ability: Ground



Size:

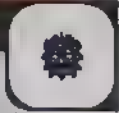
HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	GROWL
L17	ASTONISH
L19	CONFUSION
L19	STOMP
L25	ODOR SLEUTH
L31	AGILITY
L37	BAYON PASS
L43	PSYBEAM
L49	CRUNCH

Friend Area	Sky Blue Plains	Somewhat Likely
• Solar Cave 1F-4F		

# #204 PINECO

Type: Bug  
Ability: Sturdy  
Terrain Ability: Ground



Size:

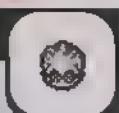
HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	PROTECT
L8	SELFDESTRUCT
L15	TAKE DOWN
L22	RAPID SPIN
L29	BIDE
L36	EXPLOSION
L43	SPIKES
L50	DOUBLE-EDGE

Friend Area	Secretive Forest	Somewhat Likely
• Mt. Freeze 1F-5F, Wish Cave 61F-64F, Joyous Tower 61F-64F		

# #205 FORRETRESS

Type: Bug-Steel  
Ability: Sturdy  
Terrain Ability: Ground



Size:

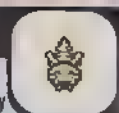
HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	PROTECT
L1	SELFDESTRUCT
L8	SELFDESTRUCT
L15	TAKE DOWN
L22	RAPID SPIN
L29	BIDE
L31	ZAP CANNON
L39	EXPLOSION
L49	SPIKES
L59	DOUBLE-EDGE

Friend Area	Cryptic Forest	Never
• Evolves from Pineco at Level 31		

# #206 DUNSPARCE

Type: Normal  
Ability: Serene Grace/Run Away  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TAKE DOWN
L4	FLAIL
L4	TRIPLE KICK
L4	TAKE DOWN
L4	FLAIL
L4	TRIPLE KICK

Friend Area	Echo Cave	Somewhat Likely
• Great Canyon 1F-3F, Wish Cave 43F, 44F, Joyous Tower 43F, 44F		

# #207 GLIGAR

Type: Ground-Flying  
Ability: Hyper Cutter/Sand Veil  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	PROTECT
L1	SELFDESTRUCT
L8	SELFDESTRUCT
L15	TAKE DOWN
L22	RAPID SPIN
L29	BIDE
L31	ZAP CANNON
L39	EXPLOSION
L49	SPIKES
L59	DOUBLE-EDGE

Friend Area	Mt. Deepgreen	Somewhat Likely
• Mt. Thunder 7F-10F, Mt. Thunder Peak 1F, 2F, Wish Cave 31F-35F, Desert Region 15F-20F, Southern Cavern 15F-25F, Joyous Tower 31F-35F		

# #209 STEELIX

Type: Steel-Ground  
Ability: Rock Head/Sturdy  
Terrain Ability: Ground



Size:

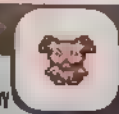
HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	PROTECT
L1	SELFDESTRUCT
L8	BIND
L12	ROCK THROW
L19	HARDEN
L23	RAGE
L30	DRAGONBREATH
L34	SANDSTORM
L41	SLAM
L45	IRON TAIL
L52	CRUNCH
L56	DOUBLE-EDGE

Friend Area	Boulder Cave	Never
• Evolves from Onix with Metal Coat and Link Cable		

# #209 SNUBBULL

Type: Normal  
Ability: Intimidate/Run Away  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	SCARY FACE
L4	TAIL WHIP
L8	CHARM
L13	DITE
L19	LICK
L26	ROAR
L34	RAGE
L43	TAKE DOWN
L53	CRUNCH

Friend Area	Sky Blue Plains	Somewhat Likely
• Western Cave 1F-3F		

# #210 GRANBULL

Type: Normal  
Ability: Intimidate  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	SCARY FACE
L4	TAIL WHIP
L8	CHARM
L13	DITE
L19	LICK
L26	ROAR
L34	RAGE
L43	TAKE DOWN
L53	CRUNCH

Friend Area	Sky Blue Plains	Never
• Evolves from Snubbull at Level 23		

**211 QWILFISH**

Type: Water-Poison  
 Ability: Poison Point/Swift Swim  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	SPIKES	L33	TAKE DOWN
L1	TACKLE	L37	HYDRO PUMP
L1	POISON STING	L45	DESTINY BOND
L9	HARDEN		
L9	MINIMIZE		
L21	WATER GUN		
L21	POISON MISSILE		
L25	REVENGE		

Friend Area - Serene Sea  
 Somewhat Likely  
 • Silver Trench 1F-9F, Grand Sea 1F-9F

**212 SCIZOR**

Type: Bug-Steel  
 Ability: Swarm  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	QUICK ATTACK	L36	SWORDS DANCE
L1	LEER	L41	IRON DEFENSE
L6	FOCUS ENERGY	L41	DOUBLE TEAM
L11	PURSUIT	L46	FURY CUTTER
L16	FALSE SWIPE		
L21	AGILITY		
L26	METAL CLAW		
L31	SLASH		

Friend Area - Overgrown Forest  
 Never  
 • Evolves from Scyther with Metal Coat and Link Cable

**213 SHUCKLE**

Type: Bug-Rock  
 Ability: Sturdy  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	CONSTRUCT		
L1	WITHDRAW		
L9	WRAP		
L14	ENCORE		
L23	SAFEGUARD		
L28	BIDE		
L37	REST		

Friend Area - Mt. Deepgreen  
 Somewhat Likely  
 • Mt. Blaze 5F-9F, Howling Forest 7F-11F

**214 HERACROSS**

Type: Bug-Fighting  
 Ability: Swarm/Guts  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L45	REVERSAL
L6	LEER	L53	MEGAHORN
L11	HORN ATTACK		
L17	ENDURE		
L17	FURY ATTACK		
L23	BRICK BREAK		
L30	COUNTER		
L37	TAKE DOWN		

Friend Area - Overgrown Forest  
 Likely  
 • Great Canyon 7F-9F, Joyous Tower 39F-42F

**215 SNEASEL**

Type: Dark-Ice  
 Ability: Inner Focus/Keen Eye  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE		
L6	LEER		
L11	HORN ATTACK		
L17	ENDURE		
L17	FURY ATTACK		
L23	BRICK BREAK		
L30	COUNTER		
L37	TAKE DOWN		

Friend Area - Darkness Ridge  
 Somewhat Likely  
 • Buried Relic 1F-4F

**216 TEDDIURSA**

Type: Normal  
 Ability: Pickup  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE		
L6	LEER		
L11	HORN ATTACK		
L17	ENDURE		
L17	FURY ATTACK		
L23	BRICK BREAK		
L30	COUNTER		
L37	TAKE DOWN		

Friend Area - Mt. Deepgreen  
 Likely  
 • Silent Chasm 1F-3F, Joyous Tower 26F-30F

**217 HERSARING**

Type: Normal  
 Ability: Guts  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	SCRATCH	L31	REST
L1	LEER	L37	SLASH
L1	LICK	L43	SNORE
L1	FURY SWIPES	L49	THRASH
L7	FAKE TEARS		
L13	FURY SWIPES		
L19	FAKE TEARS		
L25	FAINT ATTACK		

Friend Area - Mt. Deepgreen  
 Likely  
 • Evolves from Teddiursa at Level 30

**218 SLUGMA**

Type: Fire  
 Ability: Magma Armor/Flame Body  
 Terrain Ability: Magma  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	YAWN	L50	BODY SLAM
L1	SMOG		
L8	EMBER		
L15	ROCK THROW		
L22	HARDEN		
L29	AMNESIA		
L36	FLAMETHROWER		
L43	ROCK SLIDE		

Friend Area - Crater  
 Likely  
 • Mt. Blaze 1F-12F, Fiery Field 1F-5F

**219 MAGCARGO**

Type: Fire-Rock  
 Ability: Magma Armor/Flame Body  
 Terrain Ability: Magma  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	YAWN	L30	FLAMETHROWER
L1	SMOG	L48	ROCK SLIDE
L1	EMBER	L60	BODY SLAM
L1	ROCK THROW		
L8	EMBER		
L15	ROCK THROW		
L22	HARDEN		
L29	AMNESIA		

Friend Area - Crater  
 Never  
 • Evolves from Slugma at Level 38



# #220 SWINUB

Type: Ice-Ground  
Ability: Oblivious  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE
L1	ODOR SLEUTH
L10	POWDER SNOW
L19	ENDURE
L28	TAKE DOWN
L32	MIST
L46	BLIZZARD
L55	AMNESIA

## Friend Area - Frigid Cavern

Likely

• Sinister Woods 1F-3F, Wish Cave 17F-19F, 21F-25F



# #221 PILOSWINE

Type: Ice-Ground  
Ability: Oblivious  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	HORN ATTACK	L42	MIST
L1	ODOR SLEUTH	L56	BLIZZARD
L1	POWDER SNOW	L70	AMNESIA
L1	ENDURE		
L10	POWDER SNOW		
L19	ENDURE		
L28	TAKE DOWN		
L33	FURY ATTACK		

## Friend Area - Frigid Cavern

Never

• Evolves from Swinub at level 33



# #222 CORSOLA

Type: Water-Rock  
Ability: Hustle/Natural Cure  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE	L39	MIRROR COAT
L6	HARDEN	L45	ANCIENTPOWER
L12	BUBBLE		
L17	RECOVER		
L17	REFRESH		
L23	BUBBLEBEAM		
L28	SPIKE CANNON		
L34	ROCK BLAST		

## Friend Area - Shallow Beach

Somewhat Likely

• Silver Trench 5F-13F, Grand Sea 5F-13F



# #223 REMORAID

Type: Water  
Ability: Hustle  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WATER GUN
L11	LOCK-ON
L22	PSYBEAM
L22	AURORA BEAM
L22	BUBBLEBEAM
L33	POULS ENERGY
L44	ICE BEAM
L55	HYPER BEAM

## Friend Area - Treasure Sea

Somewhat Likely

• Silver Trench 50F-59F

# #224 OCTILLERY

Type: Water  
Ability: Suction Cups  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WATER GUN	L2	HYPER BEAM
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## Friend Area - Treasure Sea

Very Unlikely

• Evolves from Remoraid at level 25  
• Silver Trench 60F-69F, Far-off Sea 55F-64F, Makuhita Dojo 3F (Team Constructor)  
• Leader must be Level 90, or Level 50 with Friend Bow

# #225 DELIBIRD

Type: Ice-Flying  
Ability: Vital Spirit/Hustle  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE	L2	HYPER BEAM
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## Friend Area - Frigid Cavern

Somewhat Likely

• Northwind Field 17F-25F



# #226 MANTINE

Type: Water-Flying  
Ability: Swift Swim/Water Absorb  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE	L50	CONFUSE RAY
L1	BUBBLE		
L8	SUPERSONIC		
L15	BUBBLEBEAM		
L22	TAKE DOWN		
L29	AGILITY		
L36	WING ATTACK		
L43	WATER PULSE		

## Friend Area - Serene Sea

Somewhat Likely

• Grand Sea 30F  
• Appears in Red Rescue Team only

# #227 SKARMORY

Type: Steel-Flying  
Ability: Keen Eye/Sturdy  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	LEER	L42	SPIKES
L1	PECK	L45	METAL SOUND
L10	SAND-ATTACK		
L13	SWIFT		
L16	AGILITY		
L26	FURY ATTACK		
L29	AIR CUTTER		
L32	STEEL WING		

## Friend Area - Ravaged Field

Somewhat Likely

• Western Cave 40F-49F, Wish Cave 18F-19F  
• Cannot catch until after first encounter



# #228 HOUNDOUR

Type: Dark-Fire  
Ability: Early Bird/Flash Fire  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	LEER	L11	FLAMETHROWER
L1	EMBER	L49	CRUNCH
L7	HOWL		
L13	SMOG		
L19	ROAR		
L25	BITT		
L31	ODOR SLEUTH		
L37	FAINT ATTACK		

## Friend Area - Ravaged Field

Likely

• Silent Chasm 5F-7F, Howling Forest 1F-5F, Joyous Tower 25F-27F



**222 ROUNDOOM**

Type: Dark Fire  
Ability: Early Bird/Flash Fire  
Terrain Ability: Magma

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	LEEN
L3	EMBER
L7	HOWL
L13	SMOG
L19	ROAR
L27	BITE
L35	ODOR SLEUTH
L43	FAINT ATTACK
L51	FLAMETHROWER
L59	CRUNCH

Friend Area • Wavaged Field Never

• Evolves from Houndour at Level 24

**223 KINGDRA**

Type: Water-Dragon  
Ability: Swift Swim  
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	BUBBLE
L1	SMOKE SCREEN
L1	HYPER WATER GUN
L8	SMOKE SCREEN
L15	LEER
L22	WATER GUN
L29	TWISTER
L40	AGILITY
L51	HYDRO PUMP
L62	DRAGON DANCE

Friend Area • Treasure Sea Never

• Evolves from Seadra with Dragon Scale and Link Cable

**231 PHANPY**

Type: Ground  
Ability: Pickup  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	ODOR SLEUTH
L3	TACKLE
L7	GROWL
L9	DEFENSE CURL
L17	FLAIL
L25	TAKE DOWN
L33	ROLLOUT
L41	ENDURE
L49	STOMP

Friend Area • Safari Somewhat Likely

• Great Canyon 1F-3F, Southern Cavern 10F-19F

**232 DONPHAN**

Type: Ground  
Ability: Sturdy  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	ODOR SLEUTH
L1	HORN ATTACK
L3	GROWL
L9	DEFENSE CURL
L17	FLAIL
L25	FURY ATTACK
L33	ROLLOUT
L41	RAPID SPIN
L49	EARTHQUAKE

Friend Area • Safari Never

• Evolves from Phanpy at Level 25

**233 PORYGON2**

Type: Normal  
Ability: Trace  
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	TAUNT
L1	FLAIL
L1	FLAIL

Friend Area • Deserted Island Likely

• Evolves from Porygon with Upgrade and Link Cable  
• Wish Cave 79F-84F, Buried Relic 9F-18F, Joyous Tower 80F-84F  
• Appears in Blue Rescue Team only

**234 STANTLER**

Type: Normal  
Ability: Intimidate  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L37	TACKLE

Friend Area • Energetic Forest Somewhat Likely

• Mt. Thunder 5F-9F, Joyous Tower 31F-36F

**235 SMEARGL**

Type: Normal  
Ability: Own Tempo  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SKETCH
L11	SKETCH
L21	SKETCH
L31	SKETCH
L41	SKETCH
L51	SKETCH
L61	SKETCH
L71	SKETCH
L81	SKETCH
L91	SKETCH

Friend Area • Sky Blue Plains Somewhat Likely

• Rescue from Howling Forest—will join party after story event

**236 TYROGUE**

Type: Fighting  
Ability: Guts  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE

Friend Area • Mt. Discipline Somewhat Likely

• Mt. Steel 5F-8F

**237 HITMONTOP**

Type: Fighting  
Ability: Intimidate  
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	REVENGE
L1	ROLLING KICK
L7	FOCUS ENERGY
L13	PURSUIT
L19	QUICK ATTACK
L20	TRIPLE KICK
L25	RAPID SPIN
L31	COUNTER
L37	AGILITY
L43	DETECT
L49	ENDEAVOR

Friend Area • Mt. Discipline Never

• Evolves from Tyrogue if Attack and Defense are equal at Level 20



# #238 SMOOCHUM

Type: Ice-Psychic  
Ability: Oblivious  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	POUND
L1	LICK
L9	SWEET KISS
L13	POWDER SNOW
L21	CONFUSION
L25	SING
L33	MEAN LOOK
L37	FAKE TEARS
L45	PSYCHIC
L49	PERISH SONG
L57	BLIZZARD

Friend Area • Frigid Cavern Somewhat Likely

• Joyous Tower 21F-25F



# #249 ELEKID

Type: Electric  
Ability: Static  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	QUICK ATTACK
L1	LEER
L9	THUNDERPUNCH
L17	LIGHT SCREEN
L25	SWIFT
L33	THUNDER
L41	THUNDERBOLT
L49	THUNDER

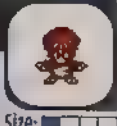
Friend Area • Power Plant Likely

• Thunderwave Cave 4F-5F Lightning Field 15F-22F, Buried Relic 41F-59F



# #240 MAGBY

Type: Fire  
Ability: Flame Body  
Terrain Ability: Magma



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	EMBER
L7	LEER
L13	SMOG
L19	FLARE PUNCH
L25	SMOKE SCREEN
L31	SUNNY DAY
L37	FLAMETHROWER
L43	CONFUSE RAY
L49	FIRE BLAST

Friend Area • Crater Somewhat Likely

• Mt. Blaze 1F-5F; Fiery Field 6F-9F; Wish Cave 72F-76F; Joyous Tower 46F-51F, 72F-76F



# #241 MILTANK

Type: Normal  
Ability: Thick Fat  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L4	GROWL
L8	DEFENSE CURL
L13	STOMP
L19	MILK DRINK
L25	BLIND
L34	ROLLOUT
L43	BODY SLAM
L53	NEAL BELL

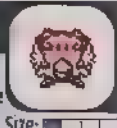
Friend Area • Safari Somewhat Likely

• Western Cave 10F, 20F, 30F, 40F, 50F-53F 60F-98F



# #242 BLISSEY

Type: Normal  
Ability: Natural Cure/Serene Grace  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	POUND
L1	LEER
L1	CONFUSION
L1	DEFENSE CURL
L1	STOMP
L1	MILK DRINK
L1	BLIND
L1	ROLLOUT
L1	BODY SLAM
L1	NEAL BELL

Friend Area • Sky Blue Plains Never

• Evolves from Chansey when IQ reaches 5 stars

# #243 RAIKOU

Type: Electric  
Ability: Pressure  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	POUND
L1	LEER
L1	CONFUSION
L1	DEFENSE CURL
L1	STOMP
L1	MILK DRINK
L1	BLIND
L1	ROLLOUT
L1	BODY SLAM
L1	NEAL BELL

Friend Area • Sacred Field Unlikely

• Lightning Field 30F  
• Cannot catch on first encounter



# #244 ENTEI

Type: Fire  
Ability: Pressure  
Terrain Ability: Magma



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	BITE
L1	LEER
L11	EMBER
L21	ROAR
L31	FIRE SPIN
L41	STOMP
L51	FLAMETHROWER
L61	SWAGGER
L71	FIRE BLAST
L81	CALM MIND

Friend Area • Sacred Field Unlikely

• Fiery Field 30F  
• Cannot catch on first encounter



# #245 SUICUNE

Type: Water  
Ability: Pressure  
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	BITE
L1	LEER
L11	BUBBLEBEAM
L21	RAIN DANCE
L31	GUST
L41	AURORA BEAM
L51	MIST
L61	MIRROR COAT
L71	HYDRO PUMP
L81	CALM MIND

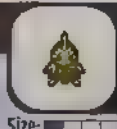
Friend Area • Sacred Field Unlikely

• Northwind Field 30F  
• Cannot catch on first encounter



# #246 LARVITAR

Type: Rock-Ground  
Ability: Guts  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	BITE
L1	LEER
L8	SANDSTORM
L15	SCREECH
L22	ROCK SLIDE
L29	THRASH
L36	SCARY FACE
L43	CRUNCH
L50	EARTHQUAKE
L57	HYPERBEAM

Friend Area • Mt. Cleft Likely

• Southern Cavern 16F-26F



**#241 PUPITAR**

Type: Rock-Ground  
Ability: Shed Skin  
Terrain Ability: Ground

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	BITE	L38 SCARY FACE
L3	LEER	L47 CRUNCH
L1	SCREECH	L56 EARTHQUAKE
L2	SANDSTORM	L65 HYPER BEAM
L8	SANDSTORM	
L13	SCREECH	
L22	ROCK SLIDE	
L29	THRASH	

**Friend Area - Mt. Cleft** Very Unlikely

- Evolves from Larvitar at Level 30
- Mt. Freeze 3F 5F Buried Relic 60F-70F, Southern Cavern 37F 45F, Joyous Tower 64F 66F
- Leader must be Level 90, or Level 50 with Friend Bow

**#241 TYRANITAR**

Type: Rock-Dark  
Ability: Sand Stream  
Terrain Ability: Ground

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	BITE	L38 SCARY FACE
L3	LEER	L47 CRUNCH
L1	SANDSTORM	L63 EARTHQUAKE
L1	SCREECH	L75 HYPER BEAM
L8	SANDSTORM	
L13	SCREECH	
L22	ROCK SLIDE	
L29	THRASH	

**Friend Area - Mt. Cleft** Never

- Evolves from Pupitar at Level 55

**#249 LUGIA**

Type: Psychic-Flying  
Ability: Pressure  
Terrain Ability: Water

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	WHIRLWIND	L88 ANCIENTPOWER
L31	SAFEGUARD	L99 FUTURE SIGHT
L22	GUST	
L33	RECOVER	
L44	HYDRO PUMP	
L55	RAIN DANCE	
L66	SWIFT	
L77	AEROBLAST	

**Friend Area - Deep Sea Current** Very Likely

- Silver Trench 99F

**#250 HO-OH**

Type: Fire-Flying  
Ability: Pressure  
Terrain Ability: Float

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	WHIRLWIND	L88 ANCIENTPOWER
L31	SAFEGUARD	L99 FUTURE SIGHT
L22	GUST	
L33	RECOVER	
L44	FIRE BLAST	
L55	SUNNY DAY	
L66	SWIFT	
L77	SACRED FIRE	

**Friend Area - Rainbow Peak** Very Likely

- Mt. Faraway 40F
- Cannot catch on first encounter

**#251 CELEBI**

Type: Psychic-Grass  
Ability: Natural Cure  
Terrain Ability: Float

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	PERISH SONG	L50 PERISH SONG

**Friend Area - Hoarfrost Forest** Very Likely

- Purify Forest 99F

**#252 TREECKO**

Type: Grass  
Ability: Overgrow  
Terrain Ability: Ground

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	SLAM	L70 SLAM
L1	DEFLECT	L43 DEFLECT
L1	GIGA DRAIN	L65 GIGA DRAIN

**Friend Area - Overgrown Forest** Likely

- Potential hero or partner Pokémon
- Joyous Tower 1F-4F

**#253 GROVYLE**

Type: Grass  
Ability: Overgrow  
Terrain Ability: Ground

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	POUND	L23 SCREECH
L1	LEER	L29 LEAF BLADE
L1	ABSORB	L35 AGILITY
L1	QUICK ATTACK	L41 SLAM
L6	ABSORB	L47 DETECT
L11	QUICK ATTACK	L53 FALSE SWIPE
L16	FURY CUTTER	
L17	PURSUIT	

**Friend Area - Overgrown Forest** Very Unlikely

- Evolves from Treecko at Level 16
- Western Cave 38F 49F
- Leader must be Level 90, or Level 50 with Friend Bow

**#254 SCEPTILE**

Type: Grass  
Ability: Overgrow  
Terrain Ability: Ground

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	POUND	L23 SCREECH
L1	LEER	L29 LEAF BLADE
L1	ABSORB	L35 AGILITY
L1	QUICK ATTACK	L43 SLAM
L6	ABSORB	L51 DETECT
L11	QUICK ATTACK	L59 FALSE SWIPE
L16	FURY CUTTER	
L17	PURSUIT	

**Friend Area - Overgrown Forest** Never

- Evolves from Grovyle at Level 36

**#255 TORCHIC**

Type: Fire  
Ability: Blaze  
Terrain Ability: Magma

Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves		
L1	SCRATCH	L34 SLASH
L1	GROWL	L37 BURROW MOVE
L1	FOCUS ENERGY	L43 FLAMETHROWER
L10	EMBER	
L16	PECK	
L19	SAND-ATTACK	
L25	FIRE SPIN	
L28	QUICK ATTACK	

**Friend Area - Overgrown Forest** Likely

- Potential hero or partner Pokémon
- Joyous Tower 11F-15F



**COMBUSKEN**  
 Type: Fire-Fighting  
 Ability: Blaze  
 Terrain Ability: Magma

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SCRATCH
L1	GROWL
L1	FOCUS ENERGY
L1	EMBER
L7	FOCUS ENERGY
L13	EMBER
L16	DOUBLE KICK
L17	PECK
L21	SAND-ATTACK
L28	BULK UP
L32	QUICK ATTACK
L36	SLASH
L40	MIRROR MOVE
L43	SKY UPPERCUT

Friend Area - Scorched Plains	Very Unlikely
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- Evolves from Torchic at Level 16
- Fiery Field 22F-29F
- Leader must be Level 90, or Level 50 with Friend Bow

**257 BLAZIKEN**  
 Type: Fire-Fighting  
 Ability: Blaze  
 Terrain Ability: Magma  
 Size: 


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HP   
 Attack   
 Defense   
 Special Attack   
 Special Defense 

L1	SCRATCH	L17	PECK
L1	GROWL	L21	SAND-ATTACK
L1	FOCUS ENERGY	L28	BULK UP
L1	EKIDEN	L32	QUICK ATTACK
L2	FIRE PUNCH	L36	GLAZE RICH
L7	FOCUS ENERGY	L42	SLASH
L13	EMBER	L49	MIRROR MOVE
L16	DOUBLE KICK	L55	SKY LPPERCU

Printed and Online Only

- Evolves from Combusken at Level 36

#258 **MUDKIP**  
 Type: Water  
 Ability: Torrent  
 Terrain Ability: Water  
 Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L33	WHIRLPOOL
L1	GROWL	L37	PROTECT
L6	MUD-SLAP	L42	HYDRO PUMP
L10	WATER GUN	L46	ENDEAVOR
L15	BIDE		
L19	FORESIGHT		
L24	MUD SPORT		
L28	TAKE DOWN		

Friend Area - Peanut Swamp	Likely
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- Potential hero or partner Pokémon
- Waterfall Pond 1F 3F


#259

MARSHTOMP

Type: Water-Ground

Ability: Torrent

Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	GROWL
L1	MUD-SLAP
L1	WATER GUN
L6	MUD-SLAP
L10	WATER GUN
L15	BIDE
L16	MUD SHOT
L20	FORESIGHT
L25	MUD SPORT
L31	TAKE DOWN
L37	MUDDY WATER
L42	PROTECT
L46	EARTHQUAKE
L53	ENDEAVOR

Friend Area - Peanut Swamp	Very Unlikely
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- Evolves from Mudkip at Level 16
- Mt. Faraway 10F-19F, Waterfall Pond 13F-18F
- Leader must be Level 90, or Level 50 with Friend Bow

**SWAMPERT**  
 Type: Water-Ground  
 Ability: Torrent  
 Terrain Ability: Water

HP 

Attack 

Defense 

Special Attack 

Special Defense 

L1	TACKLE	L20	FORESIGHT
L1	GROWL	E25	MUD SPORT
L1	MUD SLAP	L31	TAKE DOWN
L1	WET WIP	L39	MUDDY WATER
		E6	WHEEL
		L7	DRAPING

Great Area - Pencil Drawing	Very Unclear
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- Evo ves from Marshstomp at level 36
- West Cave 79F-88F, Makuhtita Dojo 3F (Team Hydro)
- Leader must be Level 90 with Friend-Bow

**PODCHYENA**  
 Type: Dark  
 Ability: Run Away  
 Terrain Ability: Ground

HP   
Attack   
Defense   
Special Attack   
Special Defense 

Other Area:  Specialized Library:

- Thunderwave Cave 1F-3F, Howling Forest 1F-8F

**125** **MIGHTYENA**  
Type: Dark  
Ability: Intimidate  
Terrain Ability: Ground

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L1	HOWL
L1	SAND-ATTACK
L1	BITE
L5	HOWL
L9	SAND-ATTACK
L13	BITE
L17	OBOR SLEATH
L22	ROAR
L27	SWAGGER
L32	SCARY FACE
L37	TAKE DOWN
L42	TALNT
L47	CRUNCH
L52	THIEF

Fried Area - Wild Plains Newer

- Evolves from Poochyena at Level 18

**ZIGZAGOON**  
 Type: Normal  
 Ability: Pickup  
 Terrain Ability: Ground

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Dance-Up Moves			
L1	TACKLE	1.29	COVET
L1	GROWL	1.33	FLA. I
L5	TAIL WHIP	1.37	REST
L9	HEADBUTT	1.41	BELLY DRUM
L13	SAND-ATTACK		
L17	ODOR SLEUTH		
L21	MUD SPORT		
L25	PIN MISSILE		

Printed on 08/11/2015

- Mt. Steel LF-5F

**LINOONE**  
 Type: Normal  
 Ability: Pickup  
 Terrain Ability: Ground

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	TACKLE	L23	MUD SPORT
L1	GROWL	L29	FURY SWIPES
L1	TAIL WHIP	L35	COVERT
L1	HEADBUTT	L41	SLASH
L1	TAIL WHIP	L47	REST
L9	HEADBUTT	L53	DEEP ORJIN
L13	SAND ATTACK		
L17	DDO SLEUTH		

Friend Area - Wild Plains Never

- Evolves from Zigzagoon at Level 20

# #265 WURMPLE

Type: Bug  
Ability: Shield Dust  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE
L2	STRING SHOT
L5	POISON STING

## Friend Area - Moss Blue Forest

Common

- Joyous Tower 1F-2F
- Evolves randomly into Silcoon or Cascoon at Level 7

# #266 SILCOON

Type: Bug  
Ability: Shed Skin  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	HARDEN
L7	HARDEN

## Friend Area - Moss Blue Forest

Very unlikely

- Evolves from Wurmple at Level 7
- Sinister Woods 4F-6F
- Leader must be Level 90, or Level 50 with Friend Bow

# #267 BEAUTIFLY

Type: Bug-Flying  
Ability: Swarm  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	ABSORB	L34	SILVER WIND
L10	ABSORB	L38	GIGA DRAIN
L13	GUST		
L17	STUN SPORE		
L20	MORNING SUN		
L24	MEGA DRAIN		
L27	WH. REWIND		
L31	ATTRACT		

## Friend Area - Moss Blue Forest

Never

- Evolves from Silcoon at Level 10

# #268 CASCOON

Type: Bug  
Ability: Shed Skin  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	HARDEN
L7	HARDEN

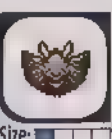
## Friend Area - Moss Blue Forest

Very unlikely

- Evolves from Wurmple at Level 7
- Sinister Woods 4F-6F; Murky Cave 1F, 2F, 5F, 7F-9F, 11F
- Leader must be Level 90, or Level 50 with Friend Bow

# #269 DUSTOX

Type: Bug-Poison  
Ability: Shield Dust  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	HARDEN	L34	SILVER WIND
L7	HARDEN		TELEPORT

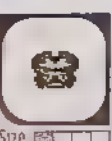
## Friend Area - Moss Blue Forest

Never

- Evolves from Cascoon at Level 10

# #270 LOTAD

Type: Water-Grass  
Ability: Swift Swim/Rain Dish  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	WATER GUN	L34	SILVER WIND
L2	WATER GUN		TELEPORT
L3	WATER GUN		
L43	MEGA DRAIN		

## Friend Area - Tadpole Pond

Common

- Waterfall Pond 1F-3F

# #271 LOMBRE

Type: Water-Grass  
Ability: Swift Swim/Rain Dish  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	ASTONISH	L43	UPROAR
L3	GROWL	L49	HYDRO PUMP
L7	ABSORB		
L13	NATURE POWER		
L19	FAKE OUT		
L25	FURY SWIPES		
L31	WATER SPORT		
L37	TRICK		

## Friend Area - Tadpole Pond

Very unlikely

- Evolves from Lotad at Level 14
- Waterfall Pond 13F-16F
- Leader must be Level 90, or Level 50 with Friend Bow

# #272 LUDKOLO

Type: Water-Grass  
Ability: Swift Swim/Rain Dish  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L2	ASTONISH
L6	GROWL
L1	ABSORB
L1	NATURE POWER

## Friend Area - Tadpole Pond

Never

- Evolves from Lombre with Water Stone

# KAPALORES

# #273 SEEDOT

Type: Grass  
Ability: Chlorophyll/Early Bird  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	POUNCE
L3	HARDEN
L7	GROWL
L13	NATURE POWER
L21	SYNTHESIS
L31	SUNNY DAY
L43	EXPLOSION

## Friend Area - Mushroom Forest

Unlikely

- Uproar Forest 1F-9F, Southern Cavern 1F-9F



**#276 NUZLEAF**

Type: Grass-Dark  
 Ability: Chlorophyll/Early Bird  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	POUND	L43	SWAGGER
L3	HARDEN	L49	EXTRASENSORY
L7	GROWTH		
L13	NATURE POWER		
L19	FAKE OUT		
L25	TORMENT		
L31	FAINT ATTACK		
L37	RAZOR WIND		

Friend Area • Mushroom Forest Very Unlikely

- Evolves from Seedot at Level 14
- Uproar Forest 5F-9F, Makuhi Dojo 3F (Team Shiftry)
- Leader must be Level 90, or Level 50 with Friend Bow

**#275 SHIFTRY**

Type: Grass-Dark  
 Ability: Chlorophyll/Early Bird  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	POUND		
L3	HARDEN		
L5	GROWTH		
L7	NATURE POWER		

Friend Area • Mushroom Forest Very Unlikely

- Evolves from Nuzleaf with Leaf Stone
- Western Cave 12F-20F, Buried Relic 68F-74F, Makuhi Dojo 3F (Team Shiftry)
- Leader must be Level 90, or Level 50 with Friend Bow

**#276 TAILLOW**

Type: Normal-Flying  
 Ability: Guts  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	PECK	L43	AGILITY
L3	GROWL		
L5	FOCUS ENERGY		
L7	QUICK ATTACK		
L9	WING ATTACK		
L11	DOUBLE TEAM		
L13	ENDEAVOR		
L15	AERIAL ACE		

Friend Area • Bean Plains Somewhat Likely

- Joyous Tower 2F-4F

**#277 SWELLOW**

Type: Normal-Flying  
 Ability: Guts  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	PECK	L28	ENDEAVOR
L3	GROWL	L38	AERIAL ACE
L5	FOCUS ENERGY	L49	AGILITY
L7	QUICK ATTACK		
L9	WING ATTACK		
L11	DOUBLE TEAM		

Friend Area • Bean Plains Never

- Evolves from Tailow at Level 22

**#278 WINGULL**

Type: Water-Flying  
 Ability: Keen Eye  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	GROWL		
L3	WATER GUN		
L5	HYPER FANG		

Friend Area • Shallow Beach Likely

- Stormy Sea 1F-5F, Silver Trench 1F-5F, Grand Sea 1F-5F

**#279 PELIPPER**

Type: Water-Flying  
 Ability: Keen Eye  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	GROWL		
L3	WATER GUN		
L5	HYPER FANG		

Friend Area • Shallow Beach Never

- Evolves from Wingull at Level 25

**#280 RALTS**

Type: Psychic  
 Ability: Synchronize/Trace  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	GROWL	L41	HYPNOSIS
L3	CONFUSION	L46	DREAM EATER
L5	DOUBLE TEAM		
L7	TELEPORT		
L9	CALM MIND		
L11	PSYCHIC		
L13	IMPRISON		
L15	FUTURE SIGHT		

Friend Area • Sky Blue Plains Likely

- Wish Cave 11F-13F

**#281 KIRLIA**

Type: Psychic  
 Ability: Synchronize/Trace  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	GROWL	L21	CALM MIND
L3	CONFUSION	L26	PSYCHIC
L5	DOUBLE TEAM	L33	IMPRISON
L7	TELEPORT	L40	FUTURE SIGHT
L9	MAGICAL LEAF	L47	HYPNOSIS
L11	CONFUSION	L54	DREAM EATER
L13	DOUBLE TEAM		
L15	TELEPORT		

Friend Area • Sky Blue Plains Very Unlikely

- Evolves from Ralts at Level 20
- Solar Cave 10F-15F
- Leader must be Level 90, or Level 50 with Friend Bow

**#282 GARDEVOIR**

Type: Psychic  
 Ability: Synchronize/Trace  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	GROWL	L26	PSYCHIC
L3	CONFUSION	L33	IMPRISON
L5	DOUBLE TEAM	L42	FUTURE SIGHT
L7	TELEPORT	L51	HYPNOSIS
L9	CONFUSION	L60	DREAM EATER
L11	DOUBLE TEAM		
L13	TELEPORT		
L15	CALM MIND		

Friend Area • Sky Blue Plains Never

- Evolves from Kirlia at Level 30
- After you complete Murky Cave for the first time, Gardevoir will join you when you speak to it in Pokémon Square

GARDEVOIR

**#285 SURSKIT**  
 Type: Bug-Water  
 Ability: Swift Swim  
 Terrain Ability: Water  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	BUBBLE
L7	QUICK ATTACK
L13	SWEET SCENT
L19	WATER SPORT
L25	BUBBLEBEAM
L31	AGILITY
L37	MIST
L43	HAZE

Friend Area - Tadpole Pond  
 • Waterfall Pond 4F-7F  
 Unlikely

**#286 MASQUERAIN**  
 Type: Bug-Flying  
 Ability: Intimidate  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	BUBBLE
L7	QUICK ATTACK
L13	SWEET SCENT
L19	WATER SPORT
L25	BUBBLEBEAM
L31	AGILITY
L37	MIST
L43	HAZE

Friend Area - Tadpole Pond  
 • Evolves from Surskit at Level 22  
 Never

**#287 SHROOMISH**  
 Type: Grass  
 Ability: Effect Spore  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	ABSORB
L7	TACKLE
L13	STUN SPORE
L19	LEECH SEED
L25	MEGA DRAIN
L31	HEADBUTT
L37	POISON POWDER
L43	GIGA DRAIN

Friend Area - Mushroom Forest  
 • Sinister Woods 6F-12F, Joyous Tower 21F-25F  
 Somewhat Likely

**#288 BRELOOM**  
 Type: Grass-Fighting  
 Ability: Effect Spore  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	ABSORB
L7	TACKLE
L13	STUN SPORE
L19	LEECH SEED
L25	MEGA DRAIN
L31	HEADBUTT
L37	POISON POWDER
L43	GIGA DRAIN

Friend Area - Mushroom Forest  
 • Evolves from Shroomish at Level 23  
 Never

**#289 SLAKOTH**  
 Type: Normal  
 Ability: Truant  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	SCRATCH
L7	YAWN
L13	ENCORE
L19	SLACK OFF
L25	AMNESIA
L31	FLAIL

Friend Area - Energetic Forest  
 • Sinister Woods 10F-12F, Joyous Tower 18F-20F  
 Likely

**#290 VIGOROTH**  
 Type: Normal  
 Ability: Vital Spirit  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	SCRATCH
L7	YAWN
L13	ENCORE
L19	SLACK OFF
L25	AMNESIA
L31	FLAIL

Friend Area - Energetic Forest  
 • Evolves from Slakoth at Level 18  
 • Mt. Freeze 7F-11F, Mt. Faraway 10F-19F  
 • Leader must be Level 90, or Level 50 with Friend Bow  
 Very Unlikely

**#291 SLAKING**  
 Type: Normal  
 Ability: Truant  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	SCRATCH
L7	YAWN
L13	ENCORE
L19	SLACK OFF
L25	AMNESIA
L31	FLAIL

Friend Area - Energetic Forest  
 • Evolves from Vigoroth at Level 36  
 Never

**#292 NINCADA**  
 Type: Bug-Ground  
 Ability: Compoundeyes  
 Terrain Ability: Ground  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	SCRATCH
L7	HARDEN
L13	LEECH LIFE
L19	SAND ATTACK
L25	FURY SWIPES
L31	MIND READER
L37	FALSE SWIPE
L43	MUD-SLAP

Friend Area - Secretive Forest  
 • Lapis Cave 1F-4F, Wish Cave 44F-49F, Joyous Tower 45F-49F  
 Somewhat Likely

**#293 NINJASK**  
 Type: Bug-Flying  
 Ability: Speed Boost  
 Terrain Ability: Float  
 Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶


Level-Up Moves	
L1	SCRATCH
L7	HARDEN
L13	LEECH LIFE
L19	SAND ATTACK
L25	FURY SWIPES
L31	MIND READER
L37	FALSE SWIPE
L43	MUD-SLAP

Friend Area - Secretive Forest  
 • Evolves from Nincada at Level 20  
 Never



**#292 SNEDINJA**

Type: Bug-Ghost  
Ability: Wonder Guard  
Terrain Ability: Pass Through  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves	
L1	SCRATCH
L1	HARDEN
L5	LEECH LIFE
L9	SAND-ATTACK
L14	FURY SWIPES
L19	MIND READER
L25	SPITE
L31	CONFUSE RAY
L38	SHADOW BALL
L45	GRUDGE

Friend Area: Secretive Forest **Never**

• Evolves from Ninjada at Level 20 if the Cryptic Forest Friend Area is not full.

**#293 WHISLMUR**

Type: Normal  
Ability: Soundproof  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves	
L1	POUND
L5	UPROAR
L11	ASTONISH
L15	HOWL
L21	SUPERSONIC
L25	STOMP
L31	SCREECH
L35	ROAR
L41	REST
L45	SLEEP TALK
L45	HYPER VOICE

Friend Area: Echo Cave **Somewhat Likely**

• Howling Forest 1F-3F, Buried Relic 4F-7F

**#294 LOUDRED**

Type: Normal  
Ability: Soundproof  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves	
L1	POUND
L5	UPROAR
L11	ASTONISH
L15	HOWL
L21	UPROAR
L25	ASTONISH
L31	HOWL
L35	SUPERSONIC
L39	STOMP
L43	SCREECH
L47	ROAR
L51	REST
L55	SLEEP TALK
L57	HYPER VOICE

Friend Area: Echo Cave **Very Unlikely**

• Evolves from Whismur at Level 20  
• Howling Forest 9F-14F  
• Leader must be Level 90, or Level 50 with Friend Bow

**#295 EXPLOUD**

Type: Normal  
Ability: Soundproof  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	POUND
L5	UPROAR
L11	ASTONISH
L15	HOWL
L21	UPROAR
L25	ASTONISH
L31	HOWL
L35	SUPERSONIC
L39	STOMP
L43	SCREECH
L47	HYPER BEAM
L51	ROAR
L55	REST
L59	SLEEP TALK
L63	HYPER VOICE

Friend Area: Echo Cave **Never**

• Evolves from Loudred at Level 40

**#296 MAKUHITA**

Type: Fighting  
Ability: Thick Fat/Guts  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves	
L1	POUND
L5	UPROAR
L11	ASTONISH
L15	HOWL
L21	UPROAR
L25	ASTONISH
L31	HOWL
L35	SUPERSONIC
L39	STOMP
L43	SCREECH
L47	HYPER BEAM
L51	ROAR
L55	REST
L59	SLEEP TALK
L63	HYPER VOICE

Friend Area: Mt. Discipline **Likely**

• Buried Relic 30F-34F

**#297 HARIYAMA**

Type: Fighting  
Ability: Thick Fat/Guts  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves	
L1	POUND
L5	UPROAR
L11	ASTONISH
L15	HOWL
L21	UPROAR
L25	ASTONISH
L31	HOWL
L35	SUPERSONIC
L39	STOMP
L43	SCREECH
L47	HYPER BEAM
L51	ROAR
L55	REST
L59	SLEEP TALK
L63	HYPER VOICE

Friend Area: Mt. Discipline **Never**

• Evolves from Makuhita at Level 24

**#298 AZURILL**

Type: Normal  
Ability: Thick Fat/Huge Power  
Terrain Ability: Water  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves	
L1	SPLASH
L3	CHARM
L5	TAIL WHIP
L9	BUBBLE
L13	SLAM
L17	WATER GUN
L21	WATER GUN
L25	WATER GUN
L29	WATER GUN
L33	WATER GUN
L37	WATER GUN
L41	WATER GUN
L45	WATER GUN
L49	WATER GUN
L53	WATER GUN
L57	WATER GUN
L61	WATER GUN
L65	WATER GUN
L69	WATER GUN
L73	WATER GUN
L77	WATER GUN
L81	WATER GUN
L85	WATER GUN
L89	WATER GUN
L93	WATER GUN
L97	WATER GUN
L101	WATER GUN
L105	WATER GUN
L109	WATER GUN
L113	WATER GUN
L117	WATER GUN
L121	WATER GUN
L125	WATER GUN
L129	WATER GUN
L133	WATER GUN
L137	WATER GUN
L141	WATER GUN
L145	WATER GUN
L149	WATER GUN
L153	WATER GUN
L157	WATER GUN
L161	WATER GUN
L165	WATER GUN
L169	WATER GUN
L173	WATER GUN
L177	WATER GUN
L181	WATER GUN
L185	WATER GUN
L189	WATER GUN
L193	WATER GUN
L197	WATER GUN
L201	WATER GUN
L205	WATER GUN
L209	WATER GUN
L213	WATER GUN
L217	WATER GUN
L221	WATER GUN
L225	WATER GUN
L229	WATER GUN
L233	WATER GUN
L237	WATER GUN
L241	WATER GUN
L245	WATER GUN
L249	WATER GUN
L253	WATER GUN
L257	WATER GUN
L261	WATER GUN
L265	WATER GUN
L269	WATER GUN
L273	WATER GUN
L277	WATER GUN
L281	WATER GUN
L285	WATER GUN
L289	WATER GUN
L293	WATER GUN
L297	WATER GUN
L301	WATER GUN
L305	WATER GUN
L309	WATER GUN
L313	WATER GUN
L317	WATER GUN
L321	WATER GUN
L325	WATER GUN
L329	WATER GUN
L333	WATER GUN
L337	WATER GUN
L341	WATER GUN
L345	WATER GUN
L349	WATER GUN
L353	WATER GUN
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L361	WATER GUN
L365	WATER GUN
L369	WATER GUN
L373	WATER GUN
L377	WATER GUN
L381	WATER GUN
L385	WATER GUN
L389	WATER GUN
L393	WATER GUN
L397	WATER GUN
L401	WATER GUN
L405	WATER GUN
L409	WATER GUN
L413	WATER GUN
L417	WATER GUN
L421	WATER GUN
L425	WATER GUN
L429	WATER GUN
L433	WATER GUN
L437	WATER GUN
L441	WATER GUN
L445	WATER GUN
L449	WATER GUN
L453	WATER GUN
L457	WATER GUN
L461	WATER GUN
L465	WATER GUN
L469	WATER GUN
L473	WATER GUN
L477	WATER GUN
L481	WATER GUN
L485	WATER GUN
L489	WATER GUN
L493	WATER GUN
L497	WATER GUN
L501	WATER GUN
L505	WATER GUN
L509	WATER GUN
L513	WATER GUN
L517	WATER GUN
L521	WATER GUN
L525	WATER GUN
L529	WATER GUN
L533	WATER GUN
L537	WATER GUN
L541	WATER GUN
L545	WATER GUN
L549	WATER GUN
L553	WATER GUN
L557	WATER GUN
L561	WATER GUN
L565	WATER GUN
L569	WATER GUN
L573	WATER GUN
L577	WATER GUN
L581	WATER GUN
L585	WATER GUN
L589	WATER GUN
L593	WATER GUN
L597	WATER GUN
L601	WATER GUN
L605	WATER GUN
L609	WATER GUN
L613	WATER GUN
L617	WATER GUN
L621	WATER GUN
L625	WATER GUN
L629	WATER GUN
L633	WATER GUN
L637	WATER GUN
L641	WATER GUN
L645	WATER GUN
L649	WATER GUN
L653	WATER GUN
L657	WATER GUN
L661	WATER GUN
L665	WATER GUN
L669	WATER GUN
L673	WATER GUN
L677	WATER GUN
L681	WATER GUN
L685	WATER GUN
L689	WATER GUN
L693	WATER GUN
L697	WATER GUN
L701	WATER GUN
L705	WATER GUN
L709	WATER GUN
L713	WATER GUN
L717	WATER GUN
L721	WATER GUN
L725	WATER GUN
L729	WATER GUN
L733	WATER GUN
L737	WATER GUN
L741	WATER GUN
L745	WATER GUN
L749	WATER GUN
L753	WATER GUN
L757	WATER GUN
L761	WATER GUN
L765	WATER GUN
L769	WATER GUN
L773	WATER GUN
L777	WATER GUN
L781	WATER GUN
L785	WATER GUN
L789	WATER GUN
L793	WATER GUN
L797	WATER GUN
L801	WATER GUN
L805	WATER GUN
L809	WATER GUN
L813	WATER GUN
L817	WATER GUN
L821	WATER GUN
L825	WATER GUN
L829	WATER GUN
L833	WATER GUN
L837	WATER GUN
L841	WATER GUN
L845	WATER GUN
L849	WATER GUN
L853	WATER GUN
L857	WATER GUN
L861	WATER GUN
L865	WATER GUN
L869	WATER GUN
L873	WATER GUN
L877	WATER GUN
L881	WATER GUN
L885	WATER GUN
L889	WATER GUN
L893	WATER GUN
L897	WATER GUN
L901	WATER GUN
L905	WATER GUN
L909	WATER GUN
L913	WATER GUN
L917	WATER GUN
L921	WATER GUN
L925	WATER GUN
L929	WATER GUN
L933	WATER GUN
L937	WATER GUN
L941	WATER GUN
L945	WATER GUN
L949	WATER GUN
L953	WATER GUN
L957	WATER GUN
L961	WATER GUN
L965	WATER GUN
L969	WATER GUN
L973	WATER GUN
L977	WATER GUN
L981	WATER GUN
L985	WATER GUN
L989	WATER GUN
L993	WATER GUN
L997	WATER GUN
L1001	WATER GUN

Friend Area: Turtleshell Pond **Likely**

• Frosty Forest 1F 3F, Howling Forest 1F 4F

**#299 NOSEPASS**

Type: Rock  
Ability: Sturdy/Magnet Pull  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TACKLE
L3	HARDEN
L7	ROCK THROW
L11	BLOCK
L15	THUNDER WAVE
L19	ROCK SLIDE
L23	SANDSTORM
L27	REST
L31	ZAP CANNON
L35	LOCK ON

Friend Area: Echo Cave **Somewhat Likely**

• Frosty Forest 3F-6F, Desert Region 1F-6F

**#300 SKITTY**

Type: Normal  
Ability: Cute Charm  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	GROWL
L3	TACKLE
L5	TAIL WHIP
L7	ATTRACT
L9	SING
L11	DOUBLES LAP
L13	ASSIST
L15	CHARM
L17	FAINT ATTACK
L19	COVERT
L21	HEAL BELL
L23	DOUBLED EDGE

Friend Area: Energetic Forest **Somewhat Likely**

• Potential hero Pokémon  
• Joyous Tower 24F-28F

### #301 DELCATTY

Type: Normal  
Ability: Cute Charm  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	GROWL
L1	ATTRACT
L1	SING
L1	DOUBLESLEEP

#### Friend Area • Enigma (M. Forest)

Never

- Evolves from Skitty with Moon Stone

### #302 SABLEYE

Type: Dark-Ghost  
Ability: Keen Eye  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	LEER	L29	Faint Attack
L1	Scratch	L33	Knock Off
L5	ForeSight	L37	Confuse Ray
L9	Night Shade	L41	Shadow Ball
L13	Astonish	L45	Mean Look
L17	Fury Swipes		
L21	Fake Out		
L25	Detect		

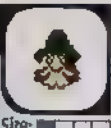
#### Friend Area • Dark Forest

Somewhat Likely

- Darknight Relic 1F-15F

### #303 MAWILE

Type: Steel  
Ability: Hyper Cutter/Intimidate  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	Astonish	L41	Iron Defense
L6	Fake Tears	L46	Stockpile
L11	Bite	L46	Swallow
L16	Sweet Scent	L46	Split Up
L21	Vice Grip		
L26	Faint Attack		
L31	Baton Pass		
L36	Crunch		

#### Friend Area • Echo Cave

Somewhat Likely

- Magma Cavern 8F, Buried Relic 68F-90F

### #304 ARON

Type: Steel-Rock  
Ability: Sturdy/Rock Head  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	Tackle	L29	Iron Tail
L4	Harden	L34	Protect
L7	Mud-Slap	L39	Metal Sound
L10	Headbutt	L44	Double-Edge
L13	Metal Claw		
L17	Iron Defense		
L21	Roar		
L25	Take Down		

#### Friend Area • Mt. Gold

Somewhat Likely

- Mt. Steel 1F-8F; Buried Relic 14F, 16F-19F; Wish Cave 7F-10F

### #305 LAIRON

Type: Steel-Rock  
Ability: Sturdy/Rock Head  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	Tackle	L29	Iron Tail
L4	Harden	L34	Protect
L7	Mud-Slap	L39	Metal Sound
L10	Headbutt	L44	Double-Edge
L13	Metal Claw		
L17	Iron Defense		
L21	Roar		
L25	Take Down		

#### Friend Area • Mt. Cleft

Very Unlikely

- Evolves from Aron at Level 32
- Frosty Forest 7F-9F, Wish Cave 62F-64F, Joyous Tower 60F-62F
- Leader must be Level 90, or Level 50 with Friend Bow

### #306 AGGRON

Type: Steel-Rock  
Ability: Sturdy/Rock Head  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	Tackle	L29	Iron Tail
L4	Harden	L34	Protect
L7	Mud-Slap	L39	Metal Sound
L10	Headbutt	L44	Double-Edge
L13	Metal Claw		
L17	Iron Defense		
L21	Roar		
L25	Take Down		

#### Friend Area • Mt. Cleft

Never

- Evolves from Lairon at Level 42

### #307 MEDITATE

Type: Fighting-Psychic  
Ability: Pure Power  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	Bide	L33	Hi Jump Kick
L4	Meditate	L36	Psych Up
L9	Confusion	L41	Reversal
L12	Detect	L44	Recover
L17	Hidden Power		
L20	Swagger		
L25	Mind Reader		
L28	Calm Mind		

#### Friend Area • Mt. Discipline

Somewhat Likely

- Mt. Steel 5F-8F, Buried Relic 17F-22F, Wish Cave 11F-14F, Solar Cave 4F-8F

### #308 MEDICHAM

Type: Fighting-Psychic  
Ability: Pure Power  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	Fire Punch	L12	Detect
L4	Thunder Punch	L17	Hidden Power
L7	Bide	L20	Swagger
L9	Confusion	L25	Mind Reader
L12	Detect	L28	Calm Mind
L17	Hi Jump Kick	L33	Psych Up
L20	Swagger	L36	Reversal
L25	Mind Reader	L41	Recover
L28	Calm Mind		

#### Friend Area • Mt. Discipline

Never

- Evolves from Meditate at Level 37

### #309 ELECTRIKE

Type: Electric  
Ability: Static/Lightningrod  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1	Tackle	L11	Bite
L4	Thunder Wave	L16	Thunder
L7	Leer	L21	Charge
L9	Growl		
L12	Quick Attack		
L17	Spark		
L20	Oddly Sleuth		
L25	Roar		
L28			

#### Friend Area • Thunder Meadow

Somewhat Likely

- Mt. Thunder 1F-4F, Lightning Field 1F-6F, Wish Cave 26F-33F



### #310 MANECTRIC

Type: Electric  
Ability: Static/Lightningrod  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 TACKLE	L20 SPARK
L4 THUNDER WAVE	L25 ODOR SLEUTH
L11 LEER	L31 ROAR
L18 HOWL	L38 BITE
L24 THUNDER WAVE	L45 THUNDER
L29 LEER	L52 CHARGE
L37 HOWL	
L44 QUICK ATTACK	

#### Friend Area • Thunder Meadow

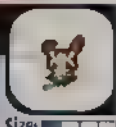
Never

• Evolves from Electrike at Level 26



### #311 PLUSLE

Type: Electric  
Ability: Plus  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 GROWL	L37 THUNDER
L4 THUNDER WAVE	L40 BATON PASS
L10 QUICK ATTACK	L47 AGILITY
L17 HELPING HAND	
L24 SPARK	
L31 ENCORE	
L38 FAKE TEARS	
L45 CHARGE	

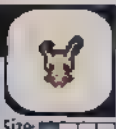
#### Friend Area • Thunder Meadow

Likely

• Thunderwave Cave 4F, 5F; Lightning Field 7F-19F; Joyous Tower 5F-8F  
• Appears in Red Rescue Team only

### #312 MINUN

Type: Electric  
Ability: Minus  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 GROWL	L37 THUNDER
L4 THUNDER WAVE	L40 BATON PASS
L10 QUICK ATTACK	L47 AGILITY
L17 HELPING HAND	
L24 SPARK	
L31 ENCORE	
L38 CHARM	
L45 CHARGE	

#### Friend Area • Thunder Meadow

Likely

• Thunderwave cave 4F, 5F; Lightning Field 7F-19F; Joyous Tower 5F-8F  
• Appears in Blue Rescue Team only



### #313 VOLBEAT

Type: Bug  
Ability: Illuminate/Swarm  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 TACKLE	L33 HELPING HAND
L5 CONFUSE RAY	L37 DOUBLE-EDGE
L9 DOUBLE TEAM	
L13 MOONLIGHT	
L17 QUICK ATTACK	
L21 TAIL GLOW	
L25 SIGNAL BEAM	
L29 PROTECT	

#### Friend Area • Rub-a-Dub River

Somewhat Likely

• Northwind Field 1F-6F



### #314 ILLUMISE

Type: Bug  
Ability: Oblivious  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 TACKLE	L31 HELPING HAND
L5 SWEET SCENT	L37 COVERT
L9 CHARM	
L13 PROTECT	
L17 PROTECT	
L21 PROTECT	
L25 PROTECT	
L29 PROTECT	

#### Friend Area • Rub-a-Dub River

Somewhat Likely

• Lapis Cave 5F-8F; Wish Cave 47F-52F



### #315 ROSELIA

Type: Grass-Poison  
Ability: Natural Cure/Poison Point  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 TACKLE	L31 HELPING HAND
L5 SWEET SCENT	L37 COVERT
L9 CHARM	
L13 PROTECT	
L17 PROTECT	
L21 PROTECT	
L25 PROTECT	
L29 PROTECT	

#### Friend Area • Bezu Plains

Somewhat Likely

• Lproar Forest 4F-7F  
• Appears in Red Rescue Team only

### #316 GULPIN

Type: Poison  
Ability: Liquid Ooze/Sticky Hold  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 POUND	L34 SPIT UP
L6 YAWN	L38 SWALLOW
L9 POISON GAS	L42 SLUDGE BOMB
L14 SLUDGE	
L17 AMNESIA	
L23 ENCORE	
L28 TOXIC	
L34 STOCKPILE	

#### Friend Area • Poison Swamp

Somewhat Likely

• Buried Reel 14F-16F-19F



### #317 SWALOT

Type: Poison  
Ability: Liquid Ooze/Sticky Hold  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 POUND	L23 ENCORE
L6 YAWN	L26 BODY SLAM
L9 POISON GAS	L31 TOXIC
L14 SLUDGE	L40 STOCKPILE
L17 AMNESIA	L40 SPIT UP
L23 ENCORE	L40 SWALLOW
L28 TOXIC	L48 SLUDGE BOMB
L34 STOCKPILE	

#### Friend Area • Poison Swamp

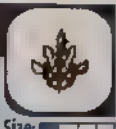
Never

• Evolves from Gulpin at Level 26



### #318 CARYANHA

Type: Water-Dark  
Ability: Rough Skin  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

#### Level-Up Moves

L1 LEER	L37 SWALLOW
L6 BITE	L41 AGILITY
L9 RAGE	
L13 FOCUS ENERGY	
L16 SCARY FACE	
L22 CRUNCH	
L28 SCREECH	
L31 TAKE DOWN	

#### Friend Area • Treasure Sea

Somewhat Likely

• Stormy Sea 35F-39F, Silver Trench 30F-39F, Far off Sea 30F-39F



# #319 SHARPEDO

Type: Water-Dark  
Ability: Rough Skin  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 LEER	L28 SCREECH
L1 BITE	L33 SLASH
L1 RAGE	L38 TAUNT
L1 FOCUS ENERGY	L43 SWAGGER
L7 RAGE	L48 SKULL BASH
L13 FOCUS ENERGY	L53 AGILITY
L16 SCARY FACE	
L22 CRUNCH	

Friend Area - Treasure Sea Never

• Evolves from Carvanha at Level 30

# #320 WAILMER

Type: Water  
Ability: Water Veil/Oblivious  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 SPLASH	L37 REST
L5 GROWL	L41 WATER SPOUT
L10 WATER GUN	L46 AMNESIA
L14 ROLL OUT	L50 HYDRO PUMP
L19 WHIRLPOOL	
L23 ASTONISH	
L28 WATER PULSE	
L32 MIST	

Friend Area - Serene Sea Somewhat Likely

• Silver Trench 41F-50F, Far-off Sea 41F-50F

# #321 WAILORD

Type: Water  
Ability: Water Veil/Oblivious  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

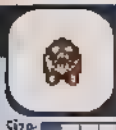
Level-Up Moves	
L1 SPLASH	L23 ASTONISH
L1 GROWL	L28 WATER PULSE
L1 WATER GUN	L32 MIST
L1 ROLL OUT	L37 REST
L5 GROWL	L44 WATER SPOUT
L10 WATER GUN	L52 AMNESIA
L14 ROLL OUT	L59 HYDRO PUMP
L19 WHIRLPOOL	

Friend Area - Serene Sea Never

• Evolves from Wailmer at Level 40

# #322 NUMEL

Type: Fire-Ground  
Ability: Oblivious  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

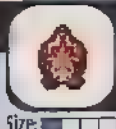
Level-Up Moves	
L1 GROWL	L41 FLAMETHROWER
L1 TACKLE	L49 DOUBLE-EDGE
L11 EMBER	
L19 MAGNITUDE	
L25 FOCUS ENERGY	
L29 TAKE DOWN	
L31 AMNESIA	
L35 EARTHQUAKE	

Friend Area - Crater Somewhat Likely

• Mt. Blaze 1F-6F, Fiery Field 1F-4F, Wish Cave 53F-56F

# #323 CAMERUPT

Type: Fire-Ground  
Ability: Magma Armor  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 GROWL	L41 FLAMETHROWER
L1 TACKLE	L49 DOUBLE-EDGE
L11 EMBER	
L19 MAGNITUDE	
L25 FOCUS ENERGY	
L29 TAKE DOWN	
L31 AMNESIA	
L35 EARTHQUAKE	

Friend Area - Crater Never

• Evolves from Numel at Level 33

# #324 TORKOAL

Type: Fire  
Ability: White Smoke  
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 SPLASH	L43 AMNESIA
L7 FURY	L43 FLAIL
L14 SMOKE EEL	L46 HEAT WAVE
L17 FIRE SPIN	
L20 BODY SLAM	
L27 PROTECT	
L30 FLAMETHROWER	

Friend Area - Crater Somewhat Likely

• Mt. Blaze 7F-12F, Fiery Field 9F-14F, Wish Cave 57F-59F, Joyous Tower 57F-59F

# #325 SPOINK

Type: Psychic  
Ability: Thick Fat/Own Tempo  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 SPLASH	L37 REST
L7 PSYWAVE	L37 SNORE
L10 ODOR SLEUTH	L43 BOUNCE
L16 PSYBEAM	
L19 PSYCH UP	
L25 CONFUSE RAY	
L28 PSYCHIC	
L34 PSYCHIC	

Friend Area - Mt. Deepgreen Somewhat Likely

• Howling Forest 1F-8F, Solar Cave 1F-5F

# #326 GRUMPIG

Type: Psychic  
Ability: Thick Fat/Own Tempo  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 SPLASH	L25 CONFUSE RAY
L1 PSYWAVE	L28 MAGIC COAT
L1 ODOR SLEUTH	L37 PSYCHIC
L1 PSYBEAM	L43 REST
L7 PSYWAVE	L43 SNORE
L10 ODOR SLEUTH	L55 BOUNCE
L16 PSYBEAM	
L19 PSYCH UP	

Friend Area - Mt. Deepgreen Never

• Evolves from Spink at Level 32

# #327 SPINDA

Type: Normal  
Ability: Own Tempo  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 TACKLE	L45 DOUBLE-EDGE
L5 UPROAR	L49 FLAIL
L12 FAINT ATTACK	L56 THRASH
L16 PSYCLAM	
L21 HYPNOSIS	
L27 DIZZY PUNCH	
L34 EETER DANCE	
L38 PSYCH UP	

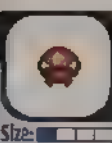
Friend Area - Mt. Deepgreen Somewhat Likely

• Joyous Tower 5F-7F



## #328 TRAPINCH

Type: Ground  
Ability: Hyper Cutter/Arena Trap  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	BITE
L9	SAND-ATTACK
L17	FAINT ATTACK
L25	SAND TOMB
L33	CRUNCH
L41	DIG
L49	SANDSTORM
L57	HYPER BEAM

## Friend Area - Furnace Desert

Somewhat Likely

- Silent Chasm 6F-9F, Wish Cave 21F-28F, Desert Region 1F-11F, Joyous Tower 21F-24F

## #329 VIBRAVA

Type: Ground-Dragon  
Ability: Levitate  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	BITE	L35	DRAGONBREATH
L1	SAND-ATTACK	L41	SCREECH
L1	FAINT ATTACK	L49	SANDSTORM
L1	SAND TOMB	L57	HYPER BEAM
L9	SAND-ATTACK		
L17	FAINT ATTACK		
L25	SAND TOMB		
L33	CRUNCH		

## Friend Area - Furnace Desert

Very Unlikely

- Evolves from Trapinch at Level 35
- Southern Cavern 12F-20F, Wyvern Hill 10F-16F
- Leader must be Level 90, or Level 50 with Friend Bow

## #330 FLYGON

Type: Ground-Dragon  
Ability: Levitate  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	BITE	L35	DRAGONBREATH
L1	SAND-ATTACK	L41	SCREECH
L1	FAINT ATTACK	L49	SANDSTORM
L1	SAND TOMB	L57	HYPER BEAM
L9	SAND-ATTACK		
L17	FAINT ATTACK		
L25	SAND TOMB		
L33	CRUNCH		

## Friend Area - Furnace Desert

Never

- Evolves from Vibrava at Level 45

## #331 CACNEA

Type: Grass  
Ability: Sand Veil  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	POISON STING	L29	FAINT ATTACK
L1	LEER	L31	SPIKES
L5	ABSORB	L37	NEEDLE ARM
L9	GROWTH	L41	COTTON SPORE
L13	LEECH SEED	L45	SANDSTORM
L17	SAND ATTACK	L49	DESTINY BOND
L21	PIN MISSILE		
L25	INGRAIN		

## Friend Area - Furnace Desert

Somewhat Likely

- Mt. Thunder 1F-4F, Joyous Tower 33F-36F

## #332 CACTURNE

Type: Grass-Dark  
Ability: Sand Veil  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	POISON STING	L21	PIN MISSILE
L1	LEER	L25	INGRAIN
L1	ABSORB	L29	FAINT ATTACK
L1	GROWTH	L31	SPIKES
L5	DREAM EATER	L37	NEEDLE ARM
L9	SAND VEIL	L41	COTTON SPORE
L13	SAND VEIL	L45	SANDSTORM
L17	SAND VEIL	L49	DESTINY BOND
L21	PIN MISSILE		
L25	INGRAIN		

## Friend Area - Furnace Desert

Never

- Evolves from Cacnea at Level 32

## #333 SWABLU

Type: Normal-Flying  
Ability: Natural Cure  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	POISON STING	L21	PIN MISSILE
L1	LEER	L25	INGRAIN
L1	ABSORB	L29	FAINT ATTACK
L1	GROWTH	L31	SPIKES
L5	DREAM EATER	L37	NEEDLE ARM
L9	SAND VEIL	L41	COTTON SPORE
L13	SAND VEIL	L45	SANDSTORM
L17	SAND VEIL	L49	DESTINY BOND
L21	PIN MISSILE		
L25	INGRAIN		

## Friend Area - Flyaway Forest

Somewhat Likely

- Mt. Freeze 1F-6F, Pitfall Valley 7F-12F, Joyous Tower 53F-59F

## #334 ALTARIA

Type: Dragon-Flying  
Ability: Natural Cure  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	PECK	L25	MIST
L1	GROWL	L31	TAKE DOWN
L1	ASTONISH	L35	DRAGONBREATH
L1	SING	L40	DRAGON DANCE
L8	ASTONISH	L45	REFRESH
L11	SING	L54	PERISH SONG
L18	FLURY ATTACK	L59	SKY ATTACK
L21	SAFEGUARD		

## Friend Area - Flyaway Forest

Never

- Evolves from Swablu at Level 35

## #335 ZANGOOSE

Type: Normal  
Ability: Immunity  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	SCRATCH	L37	TAUNT
L4	LEER	L44	DETECT
L7	QUICK ATTACK	L55	FALSE SWIPE
L10	SWORDS DANCE		
L13	FLAY CUTTER		
L19	SLASH		
L25	PURSUIT		
L31	CRUSH CLAW		

## Friend Area - Wild Plains

Somewhat Likely

- Mt. Freeze 7F-12F, Wish Cave 65F-71F

## #336 SEVIPER

Type: Poison  
Ability: Shed Skin  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WRAP	L37	SWAGGER
L7	LICK	L43	HAZE
L10	BITE		
L16	POISON TAIL		
L19	SCREECH		
L25	GLARE		
L28	CRUNCH		
L34	POISON FANG		

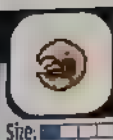
## Friend Area - Wild Plains

Somewhat Likely

- Mt. Freeze 13F-15F, Northern Range 20F-24F, Murky Cave 1F-5F, Joyous Tower 62F-69F

### 337 LUNATONE

Type: Rock-Psychic  
Ability: Levitate  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 TACKLE	L43 FUTURE SIGHT
L1 HARDEN	L49 EXPLOSION
L7 CONFUSION	
L13 ROCK THROW	
L19 HYPNOSIS	
L25 PSYWAVE	
L31 COSMIC POWER	
L37 PSYCHIC	

Friend Area • Mt. Moonview

Somewhat Likely

• Sky Tower 1F-11F; Mt. Faraway 1F-5F; Solar Cave 8F, 9F, 11F, 12F; Joyous Tower 80F-87F

### 338 SOLROCK

Type: Rock-Psychic  
Ability: Levitate  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 TACKLE	L43 SOLARBEAM
L1 HARDEN	L49 EXPLOSION
L7 CONFUSION	
L13 ROCK THROW	
L19 FIRE SPIN	
L25 PSYWAVE	
L31 COSMIC POWER	
L37 ROCK SLIDE	

Friend Area • Mt. Moonview

Somewhat Likely

• Sky Tower 12F-20F, Mt. Faraway 6F, 11F, Wish Cave 86F-89F

### 339 BARBOACH

Type: Water-Ground  
Ability: Oblivious  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 MUD-SLAP	L31 EARTHQUAKE
L6 MUD SPORT	L36 FUTURE SIGHT
L11 WATER SPORT	L41 FISSURE
L16 MAGNITUDE	
L21 AMNESIA	
L26 REST	
L26 SNORE	

Friend Area • Pallet Swamp

Somewhat Likely

• Waterfall Pond 1F-5F

### 340 WHISCASH

Type: Water-Ground  
Ability: Oblivious  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 TACKLE	L21 AMNESIA
L6 MUD-SLAP	L26 REST
L11 MUD SPORT	L26 SNORE
L16 WATER SPORT	L36 EARTHQUAKE
L21 MUD SPORT	L41 FUTURE SIGHT
L26 WATER SPORT	L46 FISSURE
L31 MAGNITUDE	

Friend Area • Pallet Swamp

Never

• Evolves from Barboach at Level 30

### 341 CORPHISH

Type: Water  
Ability: Hyper Cutter/Shell Armor  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 BUBBLE	L24 CRAB HAMMER
L7 HARDEN	L37 SWORD DANCE
L10 VICEGRIP	L41 FISSURE
L13 LEER	
L19 MUD-SLAP	
L22 REST	
L25 MUD-SLAP	

Friend Area • Tortured Pond

Somewhat Likely

• Waterfall Pond 6F-12F

### 342 CRAWDAUNT

Type: Water-Dark  
Ability: Hyper Cutter/Shell Armor  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 BUBBLE	L24 CRAB HAMMER
L7 HARDEN	L37 SWORD DANCE
L10 VICEGRIP	L41 FISSURE
L13 LEER	
L19 MUD-SLAP	
L22 REST	
L25 MUD-SLAP	

Friend Area • Tortured Pond

Never

• Evolves from Corphish at Level 30

### 343 BALTOY

Type: Ground-Psychic  
Ability: Levitate  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 CONFUSION	L31 SANDSTORM
L3 HARDEN	L37 COSMIC POWER
L5 RAPID SPIN	L45 EXPLOSION
L7 MUD-SLAP	
L11 PSYBEAM	
L15 ROCK TOMB	
L19 SELFDESTRUCT	
L25 ANCIENTPOWER	

Friend Area • Ancient Ruin

Somewhat Likely

• Mt. Steel 1F-4F, Wish Cave 11F-14F, Desert Region 12F-20F, Southern Cavern 12F-22F

### 344 CLAYDOY

Type: Ground-Psychic  
Ability: Levitate  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 TELEPORT	L15 ROCK TOMB
L1 CONFUSION	L19 SELFDESTRUCT
L1 HARDEN	L25 ANCIENTPOWER
L3 RAPID SPIN	L31 SANDSTORM
L5 HARDEN	L36 HYPER BEAM
L7 RAPID SPIN	L42 COSMIC POWER
L11 MUD-SLAP	L45 EXPLOSION

Friend Area • Ancient Ruin

Never

• Evolves from Baltoy at Level 36

### 345 LILEEP

Type: Rock-Grass  
Ability: Suction Cups  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 ASTONISH	L50 SPITUP
L3 CONSTRICT	L50 SWALLOW
L5 ACID	
L7 MUD-SLAP	
L11 CONFUSE RAY	
L15 AMNESIA	
L19 ANCIENTPOWER	
L25 STOCKPILE	

Friend Area • Deep-Sea Floor

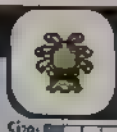
Somewhat Likely

• Silver Trench 80F-89F



### #346 CRADILY

Type: Rock-Grass  
Ability: Suction Cups  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

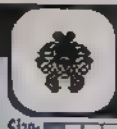
Level-Up Moves			
L1	ASTONISH	L36	AMNESIA
L1	CONSTRUCT	L40	ANCIENTPOWER
L1	ACID	L60	STOCKPILE
L1	INGRAIN	L60	SPIT UP
L1	CONSTRUCT	L60	SWALLOW
L22	ACID		
L29	INGRAIN		
	CONFUSE RAY		

Friend Area - Deep-Sea Floor Very Unlikely

- Evolves from Lileep at Level 40
- Silver Trench 90F-98F, Makuhi Dojo 3F (Team Constrictor)
- Leader must be Level 90 with Friend Bow

### #347 ANORITH

Type: Rock-Bug  
Ability: Battle Armor  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	SCRATCH	L49	SLASH
L7	HARDEN	L55	ROCK BLAST
L13	MUD SPORT		
L25	WATER GUN		
L31	METAL CLAW		
L37	PROTECT		
L43	ANCIENTPOWER		
	FURY CUTTER		

Friend Area - Treasure Sea Somewhat Likely

- Stormy Sea 9F-17F, Silver Trench 14F-23F, Grand Sea 14F-23F, Far-off Sea 14F-23F

### #348 ARMALDO

Type: Rock-Bug  
Ability: Battle Armor  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	SCRATCH	L31	PROTECT
L7	HARDEN	L37	ANCIENTPOWER
L13	MUD SPORT	L46	FURY CUTTER
L17	WATER GUN	L55	SLASH
L25	HARDEN	L64	ROCK BLAST
L33	MUD SPORT		
L38	WATER GUN		
L25	METAL CLAW		

Friend Area - Treasure Sea Never

- Evolves from Anorith at Level 40

### #349 FEEBAS

Type: Water  
Ability: Swift Swim  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	SPLASH		
L15	TACKLE		
L30	FLAIL		

Friend Area - Waterfall Lake Somewhat Likely

- Waterfall Pond 16F-19F
- Appears in Red Rescue Team only

### #350 MILOTIC

Type: Water  
Ability: Marvel Scale  
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

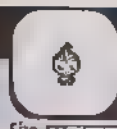
Level-Up Moves			
L1	WATER GUN	L40	ICE BEAM
L15	WRAP	L38	ICE BEAM
L10	WATER GUN	L50	ICE BEAM
L15	REFLECT		

Friend Area - Waterfall Lake Never

- Evolves from Feebas with Beauty Scarf

### #351 CASTFORM

Type: Normal  
Ability: Forecaste  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	WATER GUN	L40	ICE BEAM
L15	WRAP	L38	ICE BEAM
L10	WATER GUN	L50	ICE BEAM
L15	REFLECT		
L20	WATER GUN		
L20	WATER GUN		
L30	WEATHER BALL		

Friend Area - Thunder Meadow Somewhat Likely

- Mt. Faraway 20F-29F

### #352 KECLEON

Type: Normal  
Ability: Color Change  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	THIEF	L17	PSYBEAM
L1	TAIL WHIP	L24	SCREECH
L1	ASTONISH	L31	SLASH
L1	LICK	L40	SUBSTITUTE
L2	SCRATCH	L49	ANCIENTPOWER
L4	BIND		
L7	FAINT ATTACK		
L12	FURY SWIPES		

Friend Area - Overgrown Forest Very Unlikely

- Remove an item from a Kecleon Shop in a dungeon to force Kecleon to attack
- Leader must be Level 90 with Friend Bow

### #353 SHUPPET

Type: Ghost  
Ability: Insomnia  
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

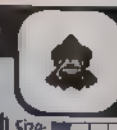
Level-Up Moves			
L1	KNOCK OFF	L49	SNATCH
L8	SCREECH	L56	GRUDGE
L13	NIGHT SHADE		
L20	CURSE		
L25	SPITE		
L32	WILL-O'-WISP		
L37	FAINT ATTACK		
L44	SHADOW BALL		

Friend Area - Darkness Ridge Somewhat Likely

- Sky Tower 1F-6F, Wish Cave 81F-84F, Murky Cave 10F-14F, Darknight Relic 1F-5F, Joyous Tower 70F-75F

### #354 BANETTE

Type: Ghost  
Ability: Insomnia  
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves			
L1	KNOCK OFF	L36	WILL-O'-WISP
L1	SCREECH	L39	FAINT ATTACK
L13	NIGHT SHADE	L45	SHADOW BALL
L1	CURSE	L55	SNATCH
L8	SCREECH	L64	GRUDGE
L13	NIGHT SHADE		
L20	CURSE		
L25	SPITE		

Friend Area - Darkness Ridge Never

- Evolves from Shuppet at Level 37

### 355 DUSKULL

Type: Ghost  
Ability: Levitate  
Terrain Ability: Pass Through  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	LEER
L1	NIGHT SHADE
L5	DISABLE
L12	FORESIGHT
L16	ASTONISH
L23	CONFUSE RAY
L27	PURSUIT
L34	CURSE
L38	WILL-O-WISP
L45	MEAN LOOK
L49	FUTURE SIGHT

Friend Area • Darkness Ridge

Somewhat Likely

• Sky Tower 7F-14F, Darknight Relic 11F-15F

### 356 DUSCLOPS

Type: Ghost  
Ability: Pressure  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	BIND
L1	LEER
L1	NIGHT SHADE
L3	DISABLE
L5	DISABLE
L12	FORESIGHT
L16	ASTONISH
L23	CONFUSE RAY
L27	PURSUIT
L34	CURSE
L37	SHADOWPUNCH
L41	WILL-O-WISP
L51	MEAN LOOK
L58	FUTURE SIGHT

Friend Area • Darkness Ridge

Never

• Evolves from Duskull at Level 37

### 357 TROPIUS

Type: Grass-Flying  
Ability: Chlorophyll  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	LEER
L1	GUST
L7	GROWTH
L11	RAZOR LEAF
L17	STOMP
L21	SWEET SCENT
L27	WHIRLWIND
L31	MAGICAL LEAF
L37	BODY SLAM
L41	SOLARBEAM
L47	SYNTHESIS

Friend Area • Javala

Somewhat Likely

• Sky Tower 22F-25F, Sky Tower Peak 1F-8F, Lightning Field 20F-29F, Joyous Tower 86F-91F

### 358 CHIMECHO

Type: Psychic  
Ability: Levitate  
Terrain Ability: Float  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	WRAP
L6	GROWL
L9	ASTONISH
L14	CONFUSION
L17	TAKE DOWN
L23	UPROAR
L25	YAWN
L30	PSYWAVE
L33	DOUBLE-EDGE
L38	HEAL BELL
L41	SAFEGUARD
L46	PSYCHIC

Friend Area • Thunder Mountain

Somewhat Likely

• Mt. Freeze 7F-12F, Solar Cave 12F-17F

### 359 ABSOL

Type: Dark  
Ability: Pressure  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	SCRATCH
L3	LEER
L9	TAUNT
L13	QUICK ATTACK
L17	RAZOR WIND
L21	BITE
L26	SWIRL
L31	DOUBLE-EDGE
L36	SLASH
L41	FUTURE SIGHT
L46	PERISH SONG

Friend Area • Darkness Ridge

Somewhat Likely

• Will join rescue team after story event in Frosty Forest  
• Northwind Field 28F, 29F; Western Cave 40F-49F

### 360 WYNAUT

Type: Psychic  
Ability: Shadow Tag  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	TAUNT
L1	CRAM
L1	CHUCK
L15	COLLAPSE
L16	MIRACRESTA
L15	SAFEGUARD
L15	DESTINY BOND

Friend Area • Echo Cave

Somewhat Likely

• Buried Relic 1F-4F, Solar Cave 1F-3F

### 361 SNORUNT

Type: Ice  
Ability: Inner Focus  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	POWDER SNOW
L1	LEER
L7	DOUBLE TEAM
L10	BITE
L16	ICY WIND
L19	HEADBUTT
L25	PROTECT
L28	CRUNCH
L34	ICE BEAM
L37	HAIL
L43	BLIZZARD

Friend Area • Frigid Cavern

Somewhat Likely

• Frosty Forest 8F-9F, Mt. Faraway 1F-11F, Joyous Tower 50F-57F

### 362 GLALIE

Type: Ice  
Ability: Inner Focus  
Terrain Ability: Ground  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	POWDER SNOW
L1	LEER
L1	DOUBLE TEAM
L1	BITE
L7	DOUBLE TEAM
L10	BITE
L16	ICY WIND
L19	HEADBUTT
L25	PROTECT
L28	CRUNCH
L34	ICE BEAM
L37	HAIL
L43	BLIZZARD
L61	SHEER COLD

Friend Area • Frigid Cavern

Never

• Evolves from Snorunt at Level 42

### 363 SPHEAL

Type: Ice-Water  
Ability: Thick Fat  
Terrain Ability: Water  
Size:



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1	POWDER SNOW
L1	GROWL
L1	DEFENSE CURL
L1	WATER GUN
L7	ENCORE
L13	ICE BALL
L19	BODY SLAM
L25	AURORA BEAM
L31	HAIL
L37	REST
L43	SHORE
L49	BLIZZARD
L49	SHEER COLD

Friend Area • Ice Floe Beach

Somewhat Likely

• Stormy Sea 15F-24F, Silver Trench 10F-19F, Far-off Sea 10F-19F



# #364 SEALEO

Type: Ice-Water  
Ability: Thick Fat  
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	ENCORE	L25	AURORA BEAM
L1	POWDER SNOW	L31	HAIR
L1	GROWL	L39	REST
L1	DEFENSE CURL	L39	SNORE
L2	WATER GUN	L47	BLIZZARD
L7	ENCORE	L55	SHEER COLD
L13	ICE BALL		
L19	BODY SLAM		

## Friend Area - Ice Floe Beach

Very Unlikely

- Evolves from Spheal at Level 32
- Stormy Sea 34F-39F, Silver Trench 26F-33F, Far-off Sea 35F-44F
- Leader must be Level 90, or Level 50 with Friend Bow

# #365 WALREIN

Type: Ice-Water  
Ability: Thick Fat  
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	ENCORE	L25	AURORA BEAM
L1	POWDER SNOW	L31	HAIR
L1	GROWL	L39	REST
L1	DEFENSE CURL	L39	SNORE
L2	WATER GUN	L50	BLIZZARD
L7	ENCORE	L61	SHEER COLD
L13	ICE BALL		
L19	BODY SLAM		

## Friend Area - Ice Floe Beach

Never

- Evolves from Sealeo at Level 44

# #366 CLAMPERL

Type: Water  
Ability: Shell Armor  
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	CLAMP
L1	WATER GUN
L1	WHIRLPOOL
L1	IRON DEFENSE

## Friend Area - Deep-Sea Floor

Somewhat Likely

- Silver Trench 65F-79F, Far-off Sea 65F-75F

# #367 HUNTAIL

Type: Water  
Ability: Swift Swim  
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WHIRLPOOL
L8	BITE
L15	SCREECH
L22	WATER PULSE
L29	SCARY FACE
L36	CRUNCH
L43	BATON PASS
L50	HYDRO PUMP

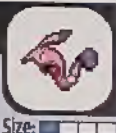
## Friend Area - Deep-Sea Floor

Never

- Evolves from Clamperl with Deepseatooth and Link Cable

# #368 GOREBYSS

Type: Water  
Ability: Swift Swim  
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WHIRLPOOL
L8	CONFUSION
L15	AGILITY
L22	WATER PULSE
L29	SCARY FACE

## Friend Area - Deep-Sea Floor

Never

- Evolves from Clamperl with Deepseascale and Link Cable

# #369 RELICANTH

Type: Water-Rock  
Ability: Swift Swim/Rock Head  
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	WHIRLPOOL
L8	CONFUSION
L15	AGILITY
L22	WATER PULSE
L29	SCARY FACE
L36	MUD SPORT
L43	ANCIENT POWER

## Friend Area - Deep-Sea Floor

Somewhat Likely

- Silver Trench 80F-89F

# #370 LUVDISC

Type: Water  
Ability: Swift Swim  
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TACKLE	L48	SAFE GUARD
L4	CHARM		
L12	WATER GUN		
L16	AGILITY		
L24	TAKE DOWN		
L28	ATTRACT		
L36	SWEET KISS		
L40	FLAIL		

## Friend Area - Treasure Sea

Somewhat Likely

- Silver Trench 45F-54F, Far-off Sea 45F-54F

# #371 BAGON

Type: Dragon  
Ability: Rock Head  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	RAGE	L41	CRUNCH
L5	BITE	L49	DRAGON CLAW
L9	LEER	L53	DOUBLE-EDGE
L17	HEADBUTT		
L21	FOCUS ENERGY		
L25	EMBER		
L33	DRAGONBREATH		
L37	SCARY FACE		

## Friend Area - Dragon Cave

Somewhat Likely

- Lapis Cave 9F-13F, Wish Cave 45F-49F, Wyvern Hill 1F-4F, Joyous Tower 42F-45F

# #372 SHELCON

Type: Dragon  
Ability: Rock Head  
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	RAGE	L25	EMBER
L1	BITE	L30	PROTECT
L1	LEER	L38	DRAGONBREATH
L1	HEADBUTT	L47	SCARY FACE
L5	DITE	L56	CRUNCH
L9	LEER	L69	DRAGON CLAW
L17	HEADBUTT	L78	DOUBLE-EDGE
L21	FOCUS ENERGY		

## Friend Area - Dragon Cave

Very Unlikely

- Evolves from Bagon at Level 30
- Mt. Freeze 1F-6F, Wish Cave 65F-69F, Wyvern Hill 9F-16F, Joyous Tower 60F-64F
- Leader must be Level 90, or Level 50 with Friend Bow



# #377 SALAMENCE

Type: Dragon-Flying  
Ability: Intimidate  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	RAGE	L25	EMBER
L1	BITE	L30	PROTECT
L1	LEER	L38	DRAGONBREATH
L1	HEADBUTT	L47	SCARY FACE
L5	BITE	L50	FLY
L9	LEER	L61	CRUNCH
L17	HEADBUTT	L79	DRAGON CLAW
L21	FOCUS ENERGY	L93	DOUBLE-EDGE

## Friend Area - Dragon Cave

Never

- Evolves from Shelgon at Level 50

# #378 BELDUM

Type: Steel-Psychic  
Ability: Clear Body  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TAKE DOWN
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## Friend Area - Magnetic Quarry

Somewhat Likely

- Mt. Steel 6F-8F, Wish Cave 15F-17F, Solar Cave 1F-4F, Joyous Tower 14F-16F

# #379 METANG

Type: Steel-Psychic  
Ability: Clear Body  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TAKE DOWN	L56	AGILITY
L20	CONFUSION	L62	HYPER BEAM
L20	METAL CLAW		
L26	SCARY FACE		
L32	PURSUIT		
L38	PSYCHIC		
L44	IRON DEFENSE		
L50	METEOR MASH		

## Friend Area - Magnetic Quarry

Very Unlikely

- Evolves from Beldum at Level 20
- Frosty Forest 1F-4F, Wish Cave 62F-64F, Solar Cave 8F-12F, Joyous Tower 56F-61F
- Leader must be Level 90, or Level 50 with Friend Bow

# #376 METAGROSS

Type: Steel-Psychic  
Ability: Clear Body  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	TAKE DOWN	L38	PSYCHIC
L1	CONFUSION	L44	IRON DEFENSE
L1	METAL CLAW	L55	METEOR MASH
L1	SCARY FACE	L66	AGILITY
L20	CONFUSION	L77	HYPER BEAM
L20	METAL CLAW		
L26	SCARY FACE		
L32	PURSUIT		

## Friend Area - Magnetic Quarry

Never

- Evolves from Metang at Level 45

# #377 REGIROCK

Type: Rock  
Ability: Clear Body  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	EXPLOSION	L65	HYPER BEAM
L9	ROCK THROW		
L17	CURSE		
L26	ICE BEAM		
L33	ICE BEAM		
L45	ICE BEAM		
L59	ICE BEAM		
L64	ICE BEAM		

## Friend Area - Ancient Relic

Unlikely

- Buried Relic 15F
- Must have Rock Part or Music Box

# #378 REGICE

Type: Ice  
Ability: Clear Body  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	ICE BEAM		
L9	ICE BEAM		
L17	ICE BEAM		
L26	ICE BEAM		
L33	ICE BEAM		
L45	ICE BEAM		
L59	ICE BEAM		
L64	ICE BEAM		

## Friend Area - Ancient Relic

Unlikely

- Buried Relic 25F
- Must have Ice Part or Music Box

# #379 REGISTEEL

Type: Steel  
Ability: Clear Body  
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	EXPLOSION	L57	LOCK-ON
L9	METAL CLAW	L65	HYPER BEAM
L17	CURSE		
L25	SUPERPOWER		
L33	ANCIENTPOWER		
L41	IRON DEFENSE		
L41	AMNESIA		
L49	ZAP CANNON		

## Friend Area - Ancient Relic

Unlikely

- Buried Relic 35F
- Must have Steel Part or Music Box

# #380 LATIAS

Type: Dragon-Psychic  
Ability: Levitate  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	PSYWAVE	L40	PSYCHIC
L5	WISH	L45	RECOVER
L10	HELPING HAND	L50	CHARM
L15	SAFEGUARD		
L20	DRAGONBREATH		
L25	WATER SPORT		
L30	REFRESH		
L35	MIST BALL		

## Friend Area - Southern Island

Very Likely

- Joins rescue team when you rescue it in Pitfall Valley

# #381 LATIOS

Type: Dragon-Psychic  
Ability: Levitate  
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

## Level-Up Moves

L1	PSYWAVE	L40	PSYCHIC
L5	WISH	L45	RECOVER
L10	HELPING HAND	L50	DRAGON DANCE
L15	SAFEGUARD		
L20	DRAGONBREATH		
L25	PROTECT		
L30	REFRESH		
L35	LUSTER PURGE		

## Friend Area - Southern Island


Very Likely


- Joins rescue team after you defeat it in Northern Range



**#382 KYOGRE**

Type: Water  
Ability: Drizzle  
Terrain Ability: Water



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves		
L1	WATER PULSE	160
L3	SCARY FACE	165
L15	ANCIENTPOWER	175
L20	BODY SLAM	
L30	CALM MIND	
L35	ICE BEAM	
L45	HYDRO PUMP	
L50	REST	

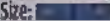
Friend Area: Seafloor Cave  
• Stormy Sea 40F

Likely

**#383 GROUNDON**

Type: Ground  
Ability: Drought  
Terrain Ability: Magma



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves		
L1	MUD SHOT	160
L3	SCARY FACE	165
L15	ANCIENTPOWER	175
L20	SLASH	
L30	BULK UP	
L35	EARTHQUAKE	
L45	FIRE BLAST	
L50	REST	

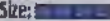
Friend Area: Volcanic Pit  
• Magma Cavern 3F  
• Cannot catch on first encounter

Very Unlikely

**#384 RAYQUAZA**

Type: Dragon-Flying  
Ability: Air Lock  
Terrain Ability: Float



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶


Level-Up Moves		
L1	TWISTER	160
L3	SCARY FACE	165
L15	ANCIENTPOWER	175
L20	DRAGON CLAW	
L30	DRAGON DANCE	
L35	CRUNCH	
L45	FLY	
L50	REST	


Friend Area: Stratos Lookout  
• Sky Tower Summit 9F  
• Cannot catch on first encounter

Very Unlikely

**#385 JIRACHI**

Type: Steel-Psychic  
Ability: Serene Grace  
Terrain Ability: Float



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

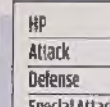
Level-Up Moves		
L1	WISH	135
L3	CONFUSION	140
L5	REST	145
L10	SWIFT	150
L15	HELPING HAND	
L20	PSYCHIC	
L25	REFRESH	
L30	REST	

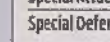
Friend Area: Mt. Moonview  
• Wish Cave 99F

Very Likely

**#386 DEOXYX**

Type: Psychic  
Ability: Pressure  
Terrain Ability: Float



Size: 

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves		
L1	WRAP	135
L3	LEER	140
L5	NIGHT SHADE	145
L10	TELEPORT	150
L15	WALL	
L20	PSYCHIC	
L25	PSYCHIC	
L30	REST	

Friend Area: Enclosed Island  
• Meteor Cave 20F

Special

You'll see all four forms of Deoxys while exploring Meteor Cave, but you'll catch it only in its normal form. There's no way to transform Deoxys into its other forms once you have befriended it.

Level-Up Moves		
L1	WRAP	135
L3	LEER	140
L5	NIGHT SHADE	145
L10	TELEPORT	150
L15	WALL	
L20	PSYCHIC	
L25	PSYCHIC	
L30	REST	

Level-Up Moves		
L1	WRAP	135
L3	LEER	140
L5	NIGHT SHADE	145
L10	TELEPORT	150
L15	WALL	
L20	PSYCHIC	
L25	PSYCHIC	
L30	REST	

Level-Up Moves		
L1	WRAP	135
L3	LEER	140
L5	NIGHT SHADE	145
L10	TELEPORT	150
L15	WALL	
L20	PSYCHIC	
L25	PSYCHIC	
L30	REST	

Level-Up Moves		
L1	WRAP	135
L3	LEER	140
L5	NIGHT SHADE	145
L10	TELEPORT	150
L15	WALL	
L20	PSYCHIC	
L25	PSYCHIC	
L30	REST	



## Munchlax

You won't be able to befriend Munchlax, but you will encounter it rarely in Pokémon Square. Sometimes you'll walk into the square and the noise of its huge tummy rumbling will startle the townsfolk. If you give Munchlax something to eat, it'll thank you with the Munch Belt. In another event, Munchlax will saunter into the middle of the square, and accidentally dump a bunch of apples that it was carrying. As Munchlax scoops them back up, it'll ask you to return an apple that it thinks you took. If you give Munchlax an apple you pick up off the ground, you'll get the Munch Belt in return.

